



MAZING DVENTURES

THE BOOK OF POWERS

BY JASON VEY

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MAZING DVENTURES

BOOK OF POWERS
AN AMAZING ADVENTURES SOURCEBOOK

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AMAZING ADVENTURES BOOK OF POWERS

INTRODUCTION

Welcome to the **Amazing Adventures Book of Powers**! As I work on the ongoing sourcebooks in this game line, something occurs to me that makes *AA* somewhat unique among RPGs. How often does a game implement a new edition which incorporates changes (sometimes major changes) that were supposedly inspired by fan comments, only to lose a ton of fans who liked things just fine the way they were? In order to be solvent, a game has to not only hang onto its old fans, it needs to be attractive to new ones as well. There's something that, I think, a lot of designers lose sight of when approaching new releases and revisions of game lines, and that's that change isn't always good.

This game is and has always been designed to be a toolkit. The question "What is pulp?" is best answered simply: "It's another way to refer to all of the genres of fiction we all love." When you play or run *AA*, I dearly hope you're taking what you love, setting aside what you don't need, and crafting exactly the world you desire, whether it's 17th-century swash-buckling adventure, 1930s action or pot-boiling noir, or ultra-modern urban fantasy or futuristic space opera.

There's no one right way to play and enjoy this game. As such, when I come up with a new idea, something that might be an alternate way to handle a mechanic, system, sub-system or bolt-on, I want to present it for GMs and players to consider, while leaving the core intact. We revised the second printing of the game to be more in line with **Castles & Crusades** at its core—the reasons for that, I'm hoping, are fairly obvious. However, attentive players and GMs will notice that I left the option for the old 15/+5 method of play in the GM's section as an option.

Likewise, the system for building gadgets relied upon the use of re-skinning magic spells to create effects for the devices in question. This system was roundly praised by the vast majority of players (at least, in reviews and those to whom I've spoken). It's straightforward and allows for a maximum of creativity while providing a wealth of pre-created effects from which to choose. Later, in the **Companion**, I extended this system to reflect characters with supernatural or superhuman abilities as well as alchemists who create potions. The system could just as easily be extrapolated to create magi who use scrolls and talismans.

Even still, a popular method (for good reason) in RPGs featuring powered heroes is the "effects-based" method, whereby characters build powers based on a mechanical combination of effects and limitations. I have spoken with a few players who have, in very general terms, mentioned the idea of working out an effects-based powers system for *AA*. I thought it might be a fun experiment and provide yet another option for players to create and customize character abilities where they're able to easily build exactly the powers they want.

That, at its core, is what the Book of Powers is all about. I've done my best to balance the new system in here so that it should work fairly well alongside those in the core rulebook, meaning you can mix and match the two systems as best suits your characters and game. There's no need to choose one over the other. Where the general power levels of similar abilities between the two systems differ, the GM has final say, but it's usually best to err on the side of having the power cost more than less.

As a side note, yet another powers system can be found in the **Victorious** role playing game. The powers system herein is not excerpted from that book, nor has it been designed with **Victorious** in mind. It has, however, been designed for maximum compatibility with the SIEGE Engine.

USING THIS BOOK

The **Amazing Adventures** Book of Powers includes a wealth of new character options to bring a new element to your game in terms of creating powered heroes and adding new levels of character customization that weren't available before.

1. **NEW POWERS SYSTEM:** An effects-based powers system, under which powered heroes combine different effects (or sometimes simply choose singular effects) to create custom powers. This system is designed for use with gadgeteers in the core rulebook, or powered heroes as explored in the **Companion**. It is hoped that it forms the root of and basis for a fully-functional super powers system for **Amazing Adventures**.
2. **THE SORCERER:** A new kind of magic-using class which makes use of the effects-based powers system herein and which can be used alongside the existing Arcanist/Occultist option.
3. **CLASS DEFENSE BONUS:** a new way of determining the AC ratings of PCs for those who feel that the costume-based AC system is too subjective or free form.
4. **PERSONAL HORROR AND URBAN MYTH:** Herein are rules for playing vampires, werewolves, angels and demons as player characters.
5. **ETHERIC FIRE:** The metaphysical abilities of angels and demons explained, and how humans can access them.
6. **ADVANTAGES:** From the **C&C Castle Keepers Guide** as another character customization option, including a number of options not included in that book.
7. **SKILL PACKAGES:** A complete skills system for **Amazing Adventures** and indeed, any SIEGE Engine game.
8. **FIREARMS AND FANTASY:** A brief discussion of mixing genres and the potentially unfair advantage of having firearms in a fantasy world.

OPTIONS, NOT MANDATES

I want to be perfectly clear on one thing before we get into the fun stuff. None of this should be considered core rules for **Amazing Adventures**. Just the same, nothing in the **Amazing Adventures Companion** is a standard core rule. In fact, there's really nothing in the game that should be considered a rules mandate, but only the original core rulebook are the core rules of the game.

Everything else, including the systems herein, is simply a number of optional add-on or bolt-on systems or subsystems. Players and GMs who attempt to use all of the options we present for this game may find that their own campaign gets bogged down in minutiae, and characters have a laundry list of situational bonuses, powers and abilities to track.

Now, if that's your thing, that's great, so with it! The core idea behind the SIEGE Engine, however, is to keep it simple, sleek and fun. We want players to understand that our goal, first and foremost, is to keep your game running fast, loose, freeform and open. When it comes to optional classes, power systems and add-ons like advantages, choose what works best for your campaign and let the rest sit on the side. No two GMs, and indeed, no two campaigns under the same GM, are the same. If the GM doesn't allow an option that you particularly enjoy in their current game, that's their call. They'll have reasons, and you should go with it. They might allow you to try out that option in another game later.

With all that being said, we hope you enjoy this latest entry into the world of **Amazing Adventures**, whether your game is one of swashbuckling pirates, 1930s exploration adventure, or modern occult detectives in a world of angels and demons. Thanks again for reading, and game on!

POWERS AND GADGETS

The original **Amazing Adventures** rulebook uses magic spells to mimic powers and gadgets for gadgeteers and "powered" characters (see the **AA Companion**). The reason for this is that the use of spells is incredibly versatile. This presents a broad range of powers and abilities in an easily-digestible and familiar format which players and GMs can tailor and use to their heart's content, while maintaining a solid grasp on the level of power they are presenting their characters.

This system, however, does require a lot of trust, give-and-take, and fiddling to make it work properly. Players and GMs need to think outside the box and adapt, compromise and limit what is there appropriately. It can become troublesome when dealing with issues like bulletproof shielding, healing abilities and the like, which can quickly overpower games when allowed to be used without restriction. But what restrictions are appropriate which avoid overpowering characters and yet still allow gadgets and powers to be useful, attractive and engaging to the story at hand?

Herein we will provide an alternate system for building gadgets and powers for characters. This system should be

thought of as "effect-based" instead of the "power-based" system of using and modifying specific spell effects. In the end, the two systems should in theory be compatible enough to balance side-by-side, leaving the spell lists in the core AA books as sample powers and gadget effects that can just be picked up and used, which can be useful for such things as the gadgeteer's "on the fly" gadgets. The system herein, on the other hand, is excellent for designing custom powers and effects for your permanent gadgets or for running a "four color" supers game with powered heroes.

GADGET AND POWER POINTS

The type and number of power points gained for gadgeteers and powered heroes is unchanged in this system. See the **Amazing Adventures** and **Companion** rulebooks for more information on how characters gain and improve existing powers. For the purposes of creating powered heroes, any rolls to activate an ability should be based on wisdom or charisma instead of intelligence or charisma (and the prime attribute chosen appropriately). In this case, the cost for powers is the same, regardless of which prime is chosen—the same as the cost for charisma-based gadgeteers (final power level plus one). For more information on super heroic characters, see the **Amazing Adventures Companion**.

BUILDING THE POWERED HERO

Guidelines for building powered heroes in the superhero mold can be found in the **Amazing Adventures Companion**, pages 18-19. If you choose to use the powers system herein, where the rules here differ from those, these should be considered to supersede the prior guidelines. The basics of creating a superhero with this system are:

1. Powered characters are created using the gadgeteer character class and experience progression table. They receive power points equal to the gadget points received normally by a gadgeteer.
2. Powered characters choose one mental ability score to be their class-based prime; where gadgeteers use intelligence or charisma, powered characters can, if they choose, be wisdom-based. This mental ability helps to determine the power points gained at each level as well as those abilities the powered character will excel at using.
3. Gadgeteers and powered characters may trade in Fate Points for gadget/power points on a 1:1 basis.
4. Rules for using super powers are explained herein; essentially, most powers require an ability check to use; failure means the power fails to function and an imploding result can create an additional complication at the GM's option.
5. Powered characters do not receive the Jury Rig or on-the-fly abilities, even if intelligence-based. Rather, they gain the reduced cost of powers that the charisma-based gadgeteer gets for gadgets. At the GM's option, they may

choose, in addition, a single non-combat Generic Class Ability, additional background, additional knowledges, etc. as the GM sees fit.

EFFECTS AND COSTS

In order to build a gadget or power, the player simply chooses the effects they desire, and combines them together, adding their respective costs up to determine the final Gadget level. Limitations can be applied to reduce the effective level of the gadget or power, with each limitation applied reducing the effective level by one, to a minimum of zero. However, it should be noted that any ability or gadget that deals real, non-subdual damage has a minimum effective level of one.

The cost for an intelligence-based gadgeteer to purchase a gadget is equal to the level an Arcanist would have to be, in order to cast a spell of the same level as the gadget. There is a table in **Amazing Adventures**, page 32, outlining this cost.

For charisma-based gadgeteers who receive their gadgets from an NPC gadget-man, or for powered heroes who possess innate mysterious abilities, the cost to purchase a power or gadget is equal to the gadget/power's level plus one.

STACKING ZERO LEVEL EFFECTS

In addition, stacking more than two zero-level effects together should increase the power level of the gadget or ability to level 1, and by an additional one for each further zero-level effect added. Thus, a power or gadget that combines four zero-level effects would be effectively a level 2 power.

BASIC, ENHANCED AND SUPREME EFFECTS

In general, if a power has a basic, enhanced and supreme level, each level must be purchased in sequence; that is, to gain the enhanced version of a power, the basic level is a prerequisite. Likewise, for the supreme level, the enhanced level is prerequisite first. Effective level reductions for related powers do apply.

USING POWERS AND GADGETS

Each power effect described below has an associated ability score with it. This ability is the check that must be made for Powered characters to call upon their abilities—not all will use the Powered character's prime attribute. Unless otherwise specified, the CL for a check to use a given power is equal to the power's level. This CL is not discounted for related powers as is the effective level cost.

In general, these ability scores will not factor into the creation of gadgets, but can act as a guideline should the GM decide that an ability check, rather than a basic attack roll, is necessary to use a gadget. In the end, how a gadget is used should be hashed out between the GM and player at the time the gadget is created.

POWER SETS AND ENHANCED GADGETS

It is, of course, possible to add multiple effects into a given gadget or create "sets" of inter-related powers. It's not unreasonable, for example, for an electric character to have damaging electrical attacks (melee and ranged), the ability to manipulate electricity, an alternate form as a creature of electrical energy, and the ability to cancel and absorb electrical energy. The character may begin simply with the alternate form, and add additional abilities as they rise in level and gain more power points. It resides only in the purview of the GM to determine how many varied powers a character can have through the course of a game. In general, however, selecting a power that can be justified to be directly related to existing powers sees its effective total power level reduced by one (to a minimum of 0).

Likewise, a gadgeteer looking to build powered armor might start with the armor alternate form, and later on add a melee attack, enhanced strength, detect and scan abilities, etc. In general, the number of powers that can be placed into a given gadget is determined by its size.

- A tiny gadget, the size of a piece of jewelry or able to be secreted into the sole of a shoe, can hold a single ability.
- A small gadget, roughly the size of a handgun, is capable of holding up to 3 abilities.
- A medium-sized gadget, say the size of a rifle or guitar, can hold up to six abilities.
- A large gadget the size of a suit of powered armor, motorcycle or the like can hold up to ten abilities.
- Larger gadgets, such as cars or robotic mecha, are unlimited in the number of effects and powers they can hold, but may have natural limitations based on their size (the character might not always have access to their vehicle, for example). As with power sets, installing a new ability into an existing gadget sees the new ability's total power level reduced by one (to a minimum of 0).

BATTLE MECHS

Full-sized mecha and giant robots are generally outside of the realm of the gadget and powers rules, though they can hold powers built with these rules if they exist in your setting. In general, it is left to the GM to design a mech as a vehicle for the game and make it accessible to the players, who can then as gadgeteers customize them as they like. For more information on battle mechs, starships, and all manner of science fiction and space opera tools using the SIEGE Engine, see **AA: StarSIEGE**.

LIMITING POWERS

In the original rules there is a limit on powers at level 6. In addition, characters may have gadgets with no higher power level than their current level minus one, though this restriction is lifted for a single gadget purchased with starting

gadget points, to allow for a single powerful gadget right out of the gate. This is to maintain balance with other characters in the game. For a gritty, street-level supers game, these same restrictions should be observed. If, however, the GM wishes to run a high-level “four color” game, it is possible to lift the limits on powers altogether, building abilities with power levels of ten or higher. Just be aware that combining such characters with standard Raiders, Socialites, etc., could create a situation where powered characters overshadow all others.

In addition, nobody is going to be able to build a cosmic hero with supersonic flight, enhanced senses, eye lasers and invulnerability to all damage except magic and radiation from their home planet right out of the gate. Such characters would have to be constructed at a high level of experience, or preferably would grow into their abilities over time. The core assumption of **AA** is that your characters begin young, inexperienced and just discovering their talents, while getting stronger, faster and better as they adventure.

ON-THE-FLY GADGETS

Finally, another important limitation is the on-the-fly ability of the gadgeteer. Gadgeteers who have on-the-fly gadgets may not create complex effects with a number of limitations and a set of 0-level effects to create a powerful, albeit 0-level, ability. On the fly gadgets may only reflect a single basic 0-level power effect.

LIST OF POWER EFFECTS BY LEVEL

0-LEVEL EFFECTS

Aid
Bane
Communication
Create/Remove Light/Sound/Flame
Danger Sense
Detect/Scan
Repair
Sensory Enhancement
Stun
Sub-dual Damage
Telekinesis (Basic)

1-LEVEL EFFECTS

Conjuration (Basic)
Damage
Emotional Influence (Basic)
Enhance Ability
Enhance Healing
Evaluate
Extra Attack
Healing
Homing

Illusion (Basic)

Silent

Sleep

Smooth Attack

Telekinesis (Enhanced)

2-LEVEL EFFECTS

Affect Size

Area of Effect

Armor

Damage Resistance

Increased Damage

Increased Range

Ongoing Damage

Ray

Selective Effect

Stealth

Translation

3-LEVEL EFFECTS

Affect Movement

Cancellation

Communication (Enhanced)

Elemental Control

Emotional Influence (Enhanced)

Energy Absorption/Negation

Illusion (Enhanced)

Gravity Manipulation

Mind Reading

Probability Manipulation

Remote Sense

4-LEVEL EFFECTS

Alternate Form

Animation

Damage Immunity

Conjuration (Enhanced)

Mind Control

Transmutation

5-LEVEL EFFECTS

Communication (Supreme)

Encase Target

Illusion (Supreme)

Permanence

Planar Travel

Regeneration

Telekinesis (Supreme)

Warding

LIMITATIONS

Concentration
Evocation Time
Form Restricted
Limited Effect
Malfunction or Misfire
Melee Attack
Poor Accuracy
Recoil
Reduced Damage
Reduced Range
Restricted/Uncontrolled Use
Slow Effect
Weak Effect

POWER EFFECT DESCRIPTIONS

ACCURACY (LEVEL 0 – NO ASSOCIATED ABILITY)

Choose one attack or targeted ability you possess; that ability gains an accuracy modifier of +2.

AFFECT MOVEMENT (LEVEL 3 DEXTERITY)

This ability lets the character affect theirs or another's movement (chosen at the time they take this effect). It can have multiple uses, but each time they choose this effect, they gain a single type of use. They can:

- **BRACHIATION:** Gain the ability to move through trees, foliage or by some other means of swinging-style locomotion at their normal rate of speed. This could mean going branch to branch, leaping from tree to tree, or it could represent a city-bound hero with some sort of grappling line that allows them to swing through the concrete jungle.
- **FLIGHT:** Gain a fly speed of 30ft. Each level by which they increase the power of this ability doubles their existing speed rating (30-60-120-240). In a high-level four-color game, choosing this effect at power levels higher than 7 (Enhanced Flight) could grant supersonic speeds at the GM's option.
- **FREEDOM OF MOVEMENT:** Move through normally impossible terrain, such as heavily-forested areas that are thick with brambles, or mountain passes choked with stone and too difficult for others to pass through, as though it were difficult (half movement) and through normally difficult terrain at normal movement.
- **LEAPING:** Without a running start they can leap a distance equal to their strength bonus times ten in feet, and half that distance high. Getting a running start doubles the distance they can leap. Each level that they increase this power increases the distance by a factor of 10 (Str bonus x 10, 20, 30, etc.)

- **MIRACLE STRIDE:** Walk on difficult or impossible substances, like water, hot coals, nails, broken glass, caltrops, etc. at normal speed without consequence.
- **PASS WITHOUT TRACE:** Move through any region without leaving any sign of passage
- **PHASING:** Move through solid objects (though they suffer 5d6 damage if they end their turn inside an object).
- **SPEEDSTER:** Drastically increase speed to double its base value, as well as gaining +5 to initiative and an extra action every round of combat. Each level by which they increase this power doubles their existing speed again. At higher level games, choosing this ability at power levels higher than 7 (Enhanced Speed) could grant running at supersonic speeds or faster, at the GM's option.
- **SPIDER CLIMB:** Crawl on sheer and smooth slopes that would normally be impossible to navigate, as though they were an insect.
- **TURTLE:** Drastically slow another's movement, to half its base value, forcing them to go last in any initiative round and suffer -2 to all actions.

Unless combined with permanency, powered characters must succeed at a dexterity check (CL 3) each round that they use this power. Gadgeteers may use this power for 1d6 minutes per day, after which it requires a recharge of 1d8 hours. Again, combining the ability with Permanency removes the limit on power usage per day and the requirement for recharging.

They may take this power more than once, either choosing a new form of movement, or further increasing their existing one (the latter at the GM's option).

AFFECT SIZE (LEVEL 2 CONSTITUTION)

The character may increase or decrease the size of their self, another creature, or inanimate objects (chosen at the time they take this effect) by one level: tiny-small-medium-large-huge-giant-gargantuan. For each level by which they increase the cost of this power, they can increase or decrease it by one further level. They also gain +4 to strength and constitution per level of size they gain.

Alternately, for each level of size they lose, they lose -2 to Strength but gain +2 to dexterity. Reducing size below tiny means they are the size of an insect; this gives them an effective strength score of 0 and a speed of 2 feet per round, but they automatically succeed on any efforts to hide and move silently unless someone is deliberately looking for them and then the CL to spot them is 20.

AID (LEVEL 0 WISDOM)

This power allows the character to lend some sort of good fortune, aid or succor to another character. How it manifests is up to them, but the end result is that they, or another character, gains +2 on their next attack roll, ability check or saving throw. Alternately, it can be used to instantly stabilize a dying character. This ability can be used once per day, per

character level. Choosing this ability again increases it to level one but doubles the available daily usages.

ALTERNATE FORM (LEVEL 4 CONSTITUTION)

The character can take on an alternate form. The exact specifics of this form are many and multiform, but in general they gain the traits of the new form. They may assume this form for up to one-hour total per day, though this time may be split up in smaller increments as often as they like (four 15-minute intervals, one 2-minute followed by a 58-minute, etc). Some examples of uses for this power are as follows, and players should specify when choosing this ability exactly how it functions, with GM approval. Generally speaking, any powers they take are associated with the new form rather than their standard human one. As such, each power built gains the Form Restriction limitation.

- **ALIEN FORM:** The character has an alternate form that is angelic, demonic, hideous, monstrous or otherwise alien and unnatural. They might be a werewolf or might become a hulking mass of violence when angered. They could take on the form of a reptilian or demonic creature, or any other sort of horrific reveal. This form grants them +2 to strength, dexterity and constitution, resistance to blunt and slashing and piercing damage, but vulnerability to one specific substance or form of damage, at the GM's approval. They have a melee weapon attack associated with their form (claws, bite, holy sword, fiery whip, etc.) that deals 1d6 points of damage plus their strength bonus of a specified type they choose when they design their form, and an additional attack every round.
- **ARMORED FORM:** The character dons or generates a suit of powered armor which vastly increases their strength, stamina, senses, etc. When they take this power, choose any two physical ability scores or one ability score and their AC; these increase by +4 each while wearing the armor. In addition, their armor provides them a ranged attack (Rate of Fire: 1, Accuracy: 0, Range: 30 ft) that deals 1d8 damage of an energy type they choose. For gadgeteers looking to create a suit of powered armor, this is the basic ability they would choose.
- **ELEMENTAL FORM:** The character's body increases in size by one step (small to medium, medium to large) and they gain +4 to strength and constitution, immunity to damage by their new elemental form, and a slam attack dealing 1d8+strength bonus damage.
- **ETHEREAL/ASTRAL FORM:** The character becomes transparent, ghostly and immaterial. While in this form they cannot be affected by the physical world, nor can they affect the physical world, save by supernatural abilities, magic and psychic powers. They are immune to normal and elemental magic, but psychic, holy and force damage still affect them normally. They can pass through solid objects and are unaffected by difficult terrain, but if they end their turn inside a solid object, they suffer 5d6 points of damage.

- **SHAPESHIFTER:** The character can assume the shape of any kind of creature of roughly the same size as them, altering their body mass and size by up to 15%. If they assume the shape of an animal, they gain all of that animal's special abilities. Assuming the shape of a specific person is possible, but in addition to the normal constitution check, requires a CL 4 intelligence check to perfectly mimic their features and mannerisms. Other ability checks may be required by the GM for the character to impersonate them as needed.

ANIMATION (LEVEL 4 WISDOM)

The character can animate and control otherwise inanimate objects. The capabilities of these objects are up to them and the GM to determine, but in general they can control one specific type of object with this ability, which should be specified at the time of adopting this power. They may, for example, be able to animate and control the bodies of the dead to raise zombies or skeletons as a necromancer. They may be able to control machines via specialized remote or an affinity with electromagnetic energy. They may be able to animate plants and have them move about to do their bidding.

This ability is not telekinetic in nature. Instead, the character imbues an object with a false spark of life that permits it to move around and act under their guidance and direction. They may have a number of hit dice worth of objects active at any one time equal to one half of their total hit dice (minimum 1 HD). These objects remain active until they are destroyed or the character chooses to return them to inactive status.

Animated objects use d8 for their hit dice and have a slam attack dealing 1d6 damage. Their primes are physical and they move up to 20ft/round. Their attack bonus and save bonuses are equal to their total hit dice. If they have limbs capable of grasping objects, the character can arm them and allow them to use weapons, though they do not benefit from accuracy or rate of fire bonuses if they use firearms (they shoot once per round regardless of the weapon).

AREA OF EFFECT (LEVEL 2- NO ASSOCIATED ABILITY)

The power modified by this effect affects an area equal to 40 feet in diameter.

ARMOR (LEVEL 2 - NO ASSOCIATED ABILITY)

The character gains +4 to their existing AC for up to one hour. They may activate and de-activate the armor as often as they like, but after an hour's total use has passed, the device has to be recharged (or repaired, depending on the trappings of the armor) for eight hours before using it again. In addition, for each +1 to the power level, the AC bonus increases by 1 or the existing duration doubles (level 3=2 hours, level 4=4 hours, etc). Combining this ability with Permanence removes the time limit.

BANE (LEVEL 0 CHARISMA)

The character levies bad luck or a curse on another creature, or otherwise act to inhibit their actions. How it manifests is up to them, but the end result is that they, or another character, gains -2 on their next attack roll, ability check or saving throw. Alternately, it can be used to further a dying character on their way to death, causing them to fall one hit point further below zero. This ability can be used once per day, per your character level. Choosing this ability again increases it to level one but doubles the available daily usages.

CANCELATION (LEVEL 3 WISDOM)

The character may cancel out a given type of energy in an area equal to a 10 foot radius. They choose the type of energy or effect canceled out when they choose this effect. It could cancel out a specific form of energy (fire, cold, electricity, etc.) It could nullify super powers. It could cancel out psionic abilities. It could even create an area of zero magic or banish supernatural creatures. The exact nature of the gadget or power is up to the player and GM to describe; a gadget that cancels out electricity, for example, could generate an EMP. An ability that cancels out psychic powers or banishes spiritual entities could put out a psychic dampening field. A device or ability that cancels super powers could simply put off a “nullification field.”

When used, this ability lasts for 1d6 rounds and then requires one hour to recharge. Those who might be directly affected by the field and able to resist (super-powered individuals, entities to be banished, arcanists, mentalists, etc.) are entitled a wisdom save to resist the effect per round that they are caught in the field. Entities that are thus banished are simply banished. Powered individuals and the like may make an additional wisdom save every round to attempt to use their abilities.

COMMUNICATION (BASIC) (LEVEL 0 INTELLIGENCE)

This ability allows the character to send and receive messages remotely. The base range is 1,000 yards. At its default level, this ability requires speech. It can be used to mimic such things as wristwatch communicators, mental communications and the like.

Alternately, they can communicate with a specific type of creature or other living thing with which they normally wouldn't be able to converse, such as a specific type of animal (dogs, cats, snakes, frogs, ants, bats, etc.) or even plants.

COMMUNICATION (ENHANCED) (LEVEL 3 INTELLIGENCE)

This ability functions exactly as Communication (Basic) but allows a communications range up to 10 miles. It does not require Basic Communication as a prerequisite. Alternately, at this level the character can intuitively and directly communicate with a specific type of non-sentient machine that has some level of artificial intelligence (computers, modern cars, guidance and navigational systems, etc.) The

exact game effects of communication with computers or machines is left to the player and GM to determine, but it should at least give a substantial bonus to any rolls made to use said machinery. Those who can communicate with computers, for example, can find anything they like almost instantly and will gain huge bonuses on attempts to program or hack computer systems.

COMMUNICATION (SUPREME) (LEVEL 5 INTELLIGENCE)

This ability functions exactly as Communication (Basic) but allows for global communications. It does require Enhanced Communication as a prerequisite. Alternately, the character can communicate with a broad range of creatures or objects with which they couldn't normally communicate (all animals, all plants and all machines).

CONJURATION (BASIC) (LEVEL 1 WISDOM)

This ability allows for the creation of simple, temporary objects. Objects created by this ability are solid and real, but cannot be any larger than human-sized and have no moving parts. It is good for creating such things as weapons (including simple ranged weapons like bows and arrows), furnishings, jewelry and other inanimate objects, including money if needed. Objects created with this ability last for ten minutes, and then disintegrate to nothingness.

Alternately, this ability can be used to summon creatures to the aid of the conjurer. Creatures summoned by this ability may have a total number of hit dice no greater than half the level of the character doing the conjuring (minimum 1/2), and a maximum of 3 HD when the character is level 6 or higher. In addition, they can be no greater than animal intelligence. Within these limitations, any number of creatures may be summoned (thus, a sixth-level character could summon a single 3 HD creature, six 1/2 HD creatures, a 1 HD and two 2 HD creatures, etc.) Creatures summoned remain for ten minutes and then fade to nothingness.

Players must decide when this effect is chosen whether they create objects or summon creatures.

CONJURATION (ENHANCED) (LEVEL 4 WISDOM)

The character can summon almost any object they desire into existence, including complex machines with moving parts, firearms and the like. Machines summoned can be up to human-sized, allowing for vehicles such as motorcycles to be called forth. When the character reaches 15th level, machines up to the size of a standard sedan or crossover SUV can be called into existence. However, objects larger than human size require a CL 10 wisdom check to summon forth. Objects summoned last for 10 minutes and then fade to nothingness.

Alternately, the character can summon into existence creatures whose total hit dice equal up to one less than their own, with no upper limit on hit dice. These creatures may have up to a low-medium intelligence and will loyally

serve the wielder of the power for up to 10 minutes before fading back to nothingness. This effect grants no ability to communicate with creatures summoned, but it should be assumed they can follow basic commands, such as “attack,” “defend,” “guard,” etc.

CREATE/ REMOVE LIGHT/ SOUND/ FLAME (LEVEL 0 WISDOM)

With this ability the character can create light or sound in a radius of anywhere from five to ten feet, up to 100 feet away. This light or sound cannot be blinding nor deafening; it is at a moderate level and volume. The character can choose with each individual use of the power whether they wish to create light or sound (this power grants the ability to do both). Sounds created can be of a broad range and variety, from white noise to murmuring voices, but cannot form actual words or distinct animal calls (though nondescript “animal noises” are possible).

In addition, the character can call into existence a small flame approximately the size of that created by a match or lighter. Light, sound and flame created by this ability lasts for up to five minutes and then dissipates.

Alternately, the character can destroy, dampen or remove light or sound in an area the same size, creating a globe of darkness even in areas of bright light, or silence in a noisy room. Characters with this effect can also snuff out small flames such as those from lighters or candles.

The character must decide when they choose this ability whether they can create or remove light, sound and flame.

DAMAGE (LEVEL 1 – NO ASSOCIATED ABILITY)

This effect allows the character to make an attack that deals 1d6 points of damage of a specific type chosen when the attack is created. It can be any form of damage the character chooses, but is always the same kind of damage. It may be chosen multiple times and each time it is chosen the character either gains a second attack option of a different form of energy (though not an additional action) or an additional die of damage. No power may have more than 6d6 points of damage in this fashion. The attack has a range of 60 feet with a range increment of 30 feet. It has no accuracy bonus, no recoil and no rate of fire.

Types of damage include:

- Blunt/Bashing
- Cold
- Force
- Fire
- Holy
- Lightning/Electricity
- Magic
- Necromantic

- Piercing (stabbing, arrows, bullets)
- Poison
- Psychic
- Slashing
- Sonic
- Subdual/Temporary (See “Subdual Damage” limitation)
- Unholy/Demonic

DAMAGE IMMUNITY (LEVEL 4 CONSTITUTION)

Choose a specific type of damage listed under the damage effect. If the character makes a constitutionbased saving throw with a CL equal to their attacker’s level and BtH bonus, they are immune to any damage of that type, regardless of the source. If they apply permanency to this, they need not make a constitution save.

In some cases the kind of damage from a given source will be obvious; in others it may be affected by different types of damage immunity or require a GM call. A fireball cast by an 8th level arcanist, for example, would deal both fire and magical damage. An ancient artifact like Excalibur might deal 1d8 points of damage plus 1d6 points of holy damage; immunity to holy damage would ignore the 1d6 but not the 1d8 slashing.

Finally, in lieu of a damage type, the character can choose a damage condition, and become immune to that situation. Some specialized forms of damage and condition immunity include:

- Ability damage
- Critical hits
- Energy drain

DAMAGE RESISTANCE (LEVEL 2 CONSTITUTION)

When this effect is chosen, pick a type of damage from those listed on page [?] under the “Damage” power. The character takes half damage from all attacks of this type. If this power is purchased as a level 3 effect, the character takes only one-quarter damage from attacks of this type.

DANGER SENSE (LEVEL 0 WISDOM)

The character has an innate sense of danger. Any time they are in immediate danger, they are entitled to a wisdom check to sense that something is amiss per round up to four rounds before the danger manifests, and up until the moment it occurs. The GM may make this check for them in secret. If they succeed, they are impossible to surprise and if they make the check with a minimum of one full round to spare, they may warn their compatriots as well. In addition, if they succeed at their check, they gain +2 to initiative due to their fast reflexes.

Combining this ability with permanency removes the need to make a check; their danger sense is always functioning and they always sense danger an instant before it occurs. They

may still make checks to sense it up to 4 rounds in advance and so warn their allies.

DETECT/SCAN (LEVEL 0 INTELLIGENCE)

The character has the ability to detect, scan or sense a specific kind of energy or condition. Whether this is due to an ability to read a subject's aura, sense their biological rhythms or simply have a sort of sixth sense is up to the player to define.

Some examples of the detect/scan ability include:

- Lies
- Magic
- Psychic phenomena
- Supernatural creatures
- Life signs
- Poison
- General intentions (hostility, friendliness, etc.)
- Water/edible plants

This ability has a range of 10 feet. For each level by which they increase this power, the range doubles.

ELEMENTAL CONTROL (LEVEL 3 WISDOM)

The character can control an existing sample of an element (earth, air, fire or water) and make it do things it normally could not do. They must choose which element they control when they select this power effect. With this ability, they can:

- Halve or double the existing amount of an element present
- Maintain an element in unfavorable conditions (fire in moisture or a vacuum; ice in the desert)
- Call into existence a minute amount of the element, provided there are favorable conditions (ignite a spark by agitating molecules to create flashpoint heat; condense moisture from the air into a drop of water, etc.)
- Shape a large enough sample of an element as they please to create walls, cages or other structures out of the element or create portals through which they can move.

The uses of this ability are broad and varied, but all require the existence of the element to be controlled in some fashion. The more complicated the task the PC wishes to perform, the higher the CL for the task, at the GM's discretion. The first three of the above sample abilities are CL1; the fourth (shaping an element) should be CL 3 or higher depending on what the character is trying to do.

Theoretically, the character could use this ability to create damaging effects and thus try to get around taking the Damage power. Just remember, this ability grants no special immunity or telekinetic ability to the element in question. In other words, they need to pick up a rock and throw it. They

have no special ability to move fire through the air at a rapid speed to strike an enemy, nor protection against the heat to try and throw burning coals. At the GM's option, it could be permissible to take Damage at a lower power level (as a limitation) if it is attached to this ability, in addition to its normal reduction in cost for being an associated power.

For example, a character with Elemental Control (Fire) could then take damage and state that they can only attack with fire if there is fire already present for them to control. This could theoretically reduce the power level of their damage effect by 2, allowing them to take up to a 3d6 (damage x 3) or 2d8 (damage x 2 and increased damage) damage attack and still buy it at level one power.

EMOTIONAL INFLUENCE (BASIC) (LEVEL 1 CHARISMA)

This ability lets the character ignite a single passion or emotion in another person or animal. One of the most common effects is to charm a target, encouraging them to view the character as a trusted friend, ally and companion. It can also, however, be used to create uncertainty (the target will have a hard time making a decision), worry (target is distracted, suffering -2 on intelligence-based checks due to their distraction and concern), mild paranoia (target suffers -2 on wisdom-based checks due to their fear that everyone's out to get them), directed rage (the target will attack the target of their rage) or the like. In general, an ability at this level will grant a single emotional effect, chosen at the time this power is gained. It can be taken multiple times to gain additional effects. The CL for this check is equal to the hit dice and wisdom bonus of the target. This ability lasts for one hour. Each level of increase applied doubles the duration.

Combining this ability with Permanence has two effects: first, the duration is increased to 24 hours per level of the effect, and secondly, no charisma check is required; instead, the target must succeed at a charisma-based save against the power with a CL equal to the powered character or gadgeteer's level and highest mental ability bonus.

EMOTIONAL INFLUENCE (ENHANCED) (LEVEL 3 CHARISMA)

This ability is the same as the basic version, except that the character can affect up to five targets simultaneously and the base duration is 12 hours. Each level of power added to this increases the number of beings affected by five or the duration by an additional 12 hours.

Combining this ability with Permanence increases the duration to 1 week per level of the effect and no charisma check is required to use it; targets must succeed at a saving throw as per the Basic level above, save that this throw is at a -5 penalty.

ENCASE (LEVEL 5 WISDOM)

This ability allows the character to encase a target in another substance. The substance, conditions and means of encasing

is determined by the player when this ability is chosen. For example, the player could decide that the target is turned to stone in the form of a living statue. They could decide that they can pull up a sealed room or cage from the very earth itself. Perhaps they can condense the moisture in the air into ice and encase the target in it. What if they can call upon roots, plants and vines to snake forth and ensnare, entangle and hold fast a target? The options are limitless, but for any given character there is a specific form of encasing that occurs and this doesn't change.

At its base level, the encasing lasts for 1d6 hours and is non-fatal. Each level of power increase added doubles the existing time.

Combining this ability with Permanency means the target is forever encapsulated should they fail an initial saving throw to break free (usually strength or dexterity-based, at the GM's option). In this case, the encasing substance somehow maintains the body within, allowing (or forcing) the target to remain alive and possibly aware (which could drive them slowly mad) forever or until the process is somehow reversed. Adding the Damage power to Encase causes the target to slowly be crushed and/or suffocated, suffering the effect's damage per hour encased.

ENERGY ABSORPTION/NEGATION (LEVEL 3 CONSTITUTION)

The character can absorb or negate a certain type of energy, causing it to disperse harmlessly. The amount of energy absorbed with a successful constitution check is equivalent to 3d6 points per round at the base level of this power. If the character is the subject of an attack, they automatically ignore the first 3d6 points of damage of the type of energy they absorb in a round, after which they are entitled to a constitution save to halve the damage of any further attacks or encounters with the energy type.

The real use of this power, however, is to draw energy from objects, obstacles and the like, or to shut down machinery or other energy-powered obstacles.

Some examples of this power **EFFECT:** the character who can absorb force energy can shut down a force field if they absorb enough power from it. The base level of this power is more than enough, if the character chooses electricity, to shut down almost any machine. Characters with the ability to absorb and disperse heat can put out fires. Those who can absorb kinetic energy can stop physical attacks and even bullets, causing them to fall harmlessly to the ground.

Each level by which the character increases this power adds an additional 1d6 to the amount of damage they can absorb each round.

Combining this ability with Permanency means there is no constitution roll required; the power simply works automatically.

ENHANCE ABILITY (LEVEL 1 WISDOM)

The character may add +4 to any one ability score. This power lasts for one hour. Each level increase of the power adds an additional +2 to the ability score, or doubles the duration (2 hours, 4 hours, 8 hours) to a maximum of 8 hours.

Permanency makes this increase permanent. No duration and no check needed to enhance the ability.

ENHANCE HEALING (LEVEL 1 CONSTITUTION)

This ability, at its base level, has two effects. First, the character's base level of healing increases dramatically—whether or not they rest, they heal double their level, plus their constitution bonus in damage every 24 hours. If they ever fall below zero hit points, they are entitled to a constitution save every round (CL=current negative hit points) to immediately stabilize without medical aid.

In addition, they gain a pool of healing dice they can spend while resting to recover damage. This pool is equal to their current level, and their healing dice are of the same type as their hit dice. Whenever they are not engaging in strenuous activity, so long as they are not unconscious due to being below zero hit points, they can expend as many dice as they like to immediately heal the resulting damage. This healing pool refreshes daily. This ability only affects wounds and physical damage (hit point loss); it has no effect on ability drain or damage.

By combining this ability with permanency, the character need not make a saving throw to stabilize when below zero hit points; unless killed outright, they will always stabilize within one round of falling below zero. Likewise, they can expend healing dice even while incapacitated due to this massive damage.

EVALUATE (LEVEL 1 INTELLIGENCE)

This ability allows a character to divine knowledge about a specific item, place, person, etc. It works identically to the psychic ability of Psychometry (see **Amazing Adventures**, p. 84). The GM is within their rights to rule that if used on a gadget, the information gained must be reasonably available through mundane means, no matter how obscure. For example, it is nigh impossible to find out what happened to an object while it was within a closed room with a single person who later died before telling anyone what happened within the closed room. While a powered character may be able to divine this information via supernatural or super-powered means, it is unlikely that a scientific gadget could do the same. There are some things gadgets just can't do.

EXTRA ATTACK (LEVEL 1 – NO ASSOCIATED ABILITY)

This effect allows the character to make an extra attack per round. It does not provide an additional action, but is applied to a specific attack. For example, a character may be a sword master who can attack twice with their sword every round, or it may increase the rate of fire for a ranged attack by one.

Regardless of which attack form to which this effect is applied, the additional attack suffers a -4 penalty. This effect may be purchased up to four times, with a cumulative additional -4 to each attack. If applied to a ranged weapon, purchasing this ability four times allows fully automatic fire (see “Firearms,” **Amazing Adventures** page 172).

GRAVITY MANIPULATION (LEVEL 3 INTELLIGENCE)

The character has the ability to use quantum mathematics and mechanics to alter the effect of gravity on a person or object’s mass. This has the effect of increasing or decreasing its effective weight. When they choose this effect, determine whether they can increase or decrease gravity on an object. At its base level, they can accomplish several tasks, depending on which form of manipulation they choose.

- **Increase Gravity:** They may cause flying or levitating creatures to fall from the sky, suffering falling damage as standard. They may then, with a successful check each round, keep them from taking flight again, effectively grounding them. They may also immobilize a grounded creature, making it so heavy it is rooted to the spot and cannot move. This denies an affected creature its dexterity bonus to armor class and causes it to suffer -5 on all attacks due to fighting against the forces of gravity. Finally, they can cause objects, creatures or items to sink in liquid as though they were a stone. If the character uses this ability on their self, they become exceptionally hard to move when they so choose; the CL to move them against their will is equal to double their current level, plus their intelligence bonus. Against overbearing attacks (see **Amazing Adventures** page 173) their AC is 17 plus their current hit dice.
- **Decrease Gravity:** They can cause a creature (including self) to become more lightweight, either doubling its movement rate, granting it buoyancy so that it naturally floats on water, or even reducing gravity’s effect to make the object, person or creature lighter than air so that they float like a hot air balloon. The character has no special ability to move a lighter-than-air creature or object; they can simply cause it to levitate. This ability requires an intelligence check to control the specific effect of gravity (how far the object levitates); for every ten feet away from them, the CL for this check increases by 2.

This ability has a maximum range of 30 feet and line of sight. Once an object or creature leaves the character’s line of sight, they can no longer control gravity’s effect upon them. Likewise, for every 10 feet away from the character they are, the CL for any checks to affect them increases by one. Unwilling creatures naturally resist the effect, increasing the CL to use the power on them by their current level or hit dice.

By combining this ability with permanency, they need not make an ability check to use the power; it automatically functions whenever they will it. Instead, unwilling targets can make a strength-based saving throw with a CL equal to their level and intelligence modifier to resist.

HEALING (LEVEL 1 WISDOM)

The character can heal others who have suffered damage. At the basic level of this power, they may heal up to 1d8 points of damage per day. This power may be purchased multiple times; each time it is purchased, it heals an additional die of damage per day. When applied to a gadget, the device has limited resources—it is battery powered, uses nanotech, etc—which must “recharge” or be refilled, taking 24 hours once the pool of resources is expended.

PARTIAL RECHARGES

It’s inevitable that a player will want to know how long it takes to partially recharge a gadget or power. It’s entirely up to the GM to choose to allow this. If the GM does so, the formula is fairly simple: the time required for partial recharges should be based on the time for a full recharge, divided by the number of dice in its pool—a device that could heal 3d8 points of damage per day, for example, requires 3 hours per die to recharge.

HOMING (LEVEL 1 – NO ASSOCIATED ABILITY)

This effect creates a preternatural or technological accuracy to a given attack form. Choose one form of attack the character has, and it gains a +6 accuracy bonus.

ILLUSION (BASIC) (LEVEL 1 CHARISMA)

This ability lets the character create basic illusions affecting a single sense. They may, for example, use it to make them look like someone else, to create a ghostly apparition down the hall, to conjure into existence the appearance of flashlights in the dark, to cause whispers and sounds that appear out of nowhere, etc. The most common use of this ability is for the purpose of disguise; it is, in effect, a minor form of shapeshifting allowing the character to impersonate other people. It may be purchased more than once. Each additional purchase of this effect allows them to affect a new sense: sight, smell, touch, hearing or taste. This ability lasts for ten minutes by default; each level of increase triples the duration (10 minutes to 30 minutes to 90 minutes, etc). It is already assumed to have the concentration limitation built in (see page [?]); removing this limitation requires increasing the power level by 1.

They cannot apply Permanency to this effect.

ILLUSION (ENHANCED) (LEVEL 3 CHARISMA)

At this level the character can appear to affect the physical nature of things. Instead of making them appear to be someone else, they are invisible altogether for example. They can also affect terrain up to a 10’ x 10’ area, making it appear to be some other kind of terrain entirely.

They may, at this level, conjure illusions into existence that can be realistic enough to convince a victim that they are dealing damage; an illusory gun, for example, may shoot and hurt the target. Any damage suffered by illusions at this level,

however, is purely subdual damage in nature, can never reduce a target below one hit point and is half that of any real-world analogue. Thus, a firearm that normally does 2d8 damage in real life, would do 1d8 points of subdual damage as an illusion, and would do no damage if the character is at 1 hit point or less. Even worse, if the target realizes that they have been attacked by an illusion, any damage suffered from the illusion will immediately go away.

This ability can only affect up to four other people at any given moment (though which four can change from moment to moment as the user desires, at the risk of revealing the illusion for what it is), and lasts for up to one hour in duration; each additional level by which it increase its power level, the duration doubles (1 to 2, 2 to 4, etc). This ability requires concentration by default and the concentration limitation is already considered to be built in. By increasing the power level one level further, they can remove this limitation.

They cannot apply Permanency to this effect.

ILLUSION (SUPREME) (LEVEL 5 CHARISMA)

At this level, the character can affect all five senses simultaneously and may create detailed fantasy circumstances that affect up to ten people at once. Their creations do real damage and can kill, though any damage done still heals as subdual damage (at an hourly rate). They can call into being illusory monsters to attack your foes. They can create nightmare scenarios in which they trap their victims. The duration of this ability is six hours and it does not require concentration to maintain. They may, with a successful charisma check (CL=victim's level or hit dice), even maintain the illusion after it is revealed—for example, if they are invisible and attack another person, they will not necessarily be revealed.

Victims of this power are entitled to an intelligence saving throw to realize that they are in an illusion; if they succeed, they gain a +2 bonus to any other ability checks they make to battle the illusion's effects, and suffer only half damage (subdual) from attacks therein. They are then entitled to a second intelligence saving throw to break free of the illusion entirely. The CL for both of these saves is equal to the level plus their charisma bonus.

MIND CONTROL (LEVEL 4 CHARISMA)

Characters with this ability have the power to control other peoples' minds. The power can manifest in a variety of ways, from issuing simple commands to completely dominating the will of another. At its base level this ability requires concentration to maintain, and affects a single other person. For each level by which the character increases the power level, the number of potential targets doubles. If combined with the Permanency effect, this ability no longer requires concentration to maintain, but rather gains a duration of 24 hours per level of the character. Using this ability requires the character to succeed at a charisma check with a CL equal to the level or hit dice and wisdom bonus of the target.

Alternately, at the GM's discretion, the ability may simply function without an activation roll; in this case, the target may gain a saving throw against the ability. The CL for this save is equal to the character's level or hit dice, plus charisma modifier. In any case, if the controller issues a command that goes in direct opposition to the victim's morals, ethics or values, the victim is entitled to a save to resist the command.

MIND READING (LEVEL 3 WISDOM)

The character has the ability to see into the thoughts of other creatures. In general, the CL to do this is equal to the level or hit dice of the victim, plus a modifier based on how deeply the character wishes to dig. Basic surface thoughts, immediate intentions and the presence of hidden motives (though not the details) are CL 0; Determination of truthfulness, or details of thoughts, ambitions, motives or thoughts buried just beneath the surface (What did you have for breakfast? Where were you last night?) are CL 3; guarded thoughts or embarrassing secrets are CL 5; deeply buried secrets, long-ago memories, forgotten childhood trauma and the like are CL 10 or higher.

At its basic level, the character must concentrate to read thoughts; when combined with Permanency this ability is always on, and the character gets an automatic chance to read thoughts all the time. Whenever other people are present, the character might be able to sense their thought patterns, identify who, how many, their skills and expertise, and details about their lives with a deep enough probe. On the other hand, they may be constantly bombarded with unbidden voices in their heads which can be distracting and make it very difficult to focus on day-to-day tasks. It's up to the GM how to handle this situation.

PERMANENCE (LEVEL 5 - NO ASSOCIATED ABILITY)

This modifier effect changes the fundamental way a given power works. It may not be available to all abilities. Those that it is most commonly used with will explain its effects under that power. Sometimes it may make a power requiring concentration or activation "always on." In others, it might result in an extended duration. For other abilities, it is left to the GM to adjudicate its effects.

PLANAR TRAVEL (LEVEL 5 INTELLIGENCE)

By manipulating quantum or dimensional physics and the use of complex mathematical equations, the character has the ability to enter and traverse another plane of existence in some way. The way in which this ability works changes from character to character, but the base power of this ability grants a single means of dimensional travel. Each additional level by which the power is increased improves upon the existing means of travel. Buying the power multiple times grants multiple means of travel. In general, using this power effect requires an action and a successful intelligence check at a CL equal to the power's level. Three examples of planar travel include:

- **TELEPORTATION:** The character can engage in line-of-sight teleportation by creating a wormhole that moves them instantly from one space to another. Teleportation range is limited to 100 yards. Increasing this ability doubles the current range for each added level of power. Teleporting into an area the character cannot see carries a 50% chance of materializing inside a solid object, suffering 10d8 damage and being ejected from the object into the area. If the character is intimately familiar with the place, this chance is reduced to 20% (based on the fact that something there may have moved since the last time the character saw the place). Security cameras do count as being able to see the place.
- **ASTRAL OR ETHEREAL TRAVEL:** The character can enter the astral or ethereal plane (choose one). While there, they cannot affect nor be affected by anyone on the material plane (the physical world) except by magic or psychic powers (or, at the GM's option, some superpowers or gadgets). They can move at quadruple their normal speed while in the other plane, and travel for miles if they so desire (and have the time). They can move through solid objects, but if they attempt or are forced to materialize once more while inside a solid object, they suffer 10d8 damage and are then forcibly ejected from the object into the nearest open space. A character at the base level can remain in another plane for 1d6 rounds per level, per day; each additional level of power increases the duration, first to minutes per level, then to hours per level. When the time has expired, the character must rest for 8 hours before using the power again.
- **EXTRA-DIMENSIONAL SPACE:** The character has an extra-dimensional hideaway that they can enter and exit at will. Summoning a gate to this extra-dimensional space requires a successful intelligence check, and the presence of some sort of portal (a door, a window, a tent flap, etc). The space itself is roughly the size of a 20' x 20' room and can contain anything the character wishes to store there. Each level added to this power adds another 20 square feet to the space, which can be divided up into as many rooms as the player desires, though the rooms must be at least 6' x 8' in size, and once set are not malleable.

PROBABILITY MANIPULATION (LEVEL 3 CHARISMA)

This ability comes in two forms: Destiny and Bane. The character must choose which form of probability manipulation their character has at the time they choose this power.

- **DESTINY:** Their starting Fate Points double, and they gain one additional Fate Point each level. In addition, with a successful CL 3 charisma check, they manipulate the powers of chance to cause another character to gain a single Fate Point. This Fate Point does not subtract from their pool, and must be spent within one minute

of being granted. There is no limit to how many Fate Points they can give to a single character, but they may only grant a total number of Fate Points each day equal to their character level.

- **BANE:** Alternately, they gain a pool of Ill-Fate Points that they can spend to cause misfortune to others. This pool is equal to their character level and refreshes each day. These points can be spent to inflict the opposite of a normal Fate Point effect on another creature—causing them to fail a saving throw, suffer additional damage on a roll, suffer penalties to their attack rolls, saving throws or ability checks, cause the plot to turn against them, or negate the expenditure of a fate point by that enemy, as they choose.

REGENERATION (LEVEL 5 CONSTITUTION)

The character has the ability to regrow lost limbs and recover from the most serious damage. In the space of an hour's concentration, the character can heal all damage suffered, regrow a single lost limb, eliminate poisons, toxin and disease from their system and restore abilities lost from attribute drain or damage. Using this power requires sitting in quiet meditation undisturbed for a full hour and it may only be used once per day.

Combining this ability with Permanency means it works automatically and does not require concentration or meditation, but still requires a constitution check.

Each individual type of injury (healing damage, regrowing limbs, restoring ability drain, eliminating disease, neutralizing poison, etc) requires a separate constitution check and an additional hour's time. If the constitution check to use this ability fails, it may not be attempted on the same injury for a full week. Three such failed efforts mean that the injury cannot be regenerated and is permanent.

REMOTE SENSE (LEVEL 3 WISDOM)

The character can hear, see, smell, touch or even taste an area some distance away with great clarity, almost as though they were actually present. The character must be familiar with the location being viewed or otherwise have some direct connection to it (a photo, an item from there, an ally in the place through whose eyes they can see or ears they can hear). Otherwise, the base distance for the power is 5 miles. Each additional level added to the base doubles the current range. The power requires concentration to use, and while sensing the other location, the character is unable to use that sense on their current one. Thus, if viewing an area 3 miles away, the character cannot see what is happening in their current location. Likewise, the character is affected by conditions in the remote location—a darkened room is still dark even when viewed remotely.

Adding Permanency to this ability allows the character bi-locational senses; they can sense both their current and

remote locations. In addition, once they establish a connection with the remote location, concentration is not necessary to maintain their remote sensing.

This effect grants one remote sense; not all. Purchasing it additional times adds one sense per additional time the effect is purchased (related power discounts apply).

REPAIR (LEVEL 0 INTELLIGENCE)

The character has the ability to instantly or rapidly affect repairs to mundane objects, by regenerating molecules, patching holes, mending circuitry, etc. The character cannot make extensive repairs or rebuild destroyed objects, but can restore a leg to a broken chair, rejuvenate a broken or shattered object, fix a broken lock, etc. The base level of this effect allows repair of up to 5 pounds of simple material. Each level by which the power is increased adds an additional 5 pounds of material. Combining this ability with Permanency allows the powered character to build gadgets as a gadgeteer, spending power points to create gadgets or to purchase super powers. Since gadgeteers have the Jury Rig ability, this effect is not appropriate to the gadgeteer character, save for a “fix-it” gadget that perhaps grants Jury Rig to a charisma-based gadgeteer.

SELECTIVE EFFECT (LEVEL 2 - NO ASSOCIATED ABILITY)

The character’s power has a selective effect; they can choose for it to ignore allies. Attacks shoot through or around those the character doesn’t want effected. Area effects create “bubbles” of safety around allies. The base level allows up to two targets to be immune to the effect. Each level by which this ability is increased doubles the existing number of immune targets. Raising this effect to level 5 allows any number of targets to be immune to a power.

SENSORY ENHANCEMENT (LEVEL 0 WISDOM)

The character gains one form of enhanced senses. They may add +2 to wisdom checks related to that sense. Alternately, they gain a new type of vision or sense. Choose from among twilight vision, duskvision, darkvision or tremorsense. Each additional time this ability is purchased provides a new form of vision. Blindsight is not available unless the character purchases all three other forms of vision or purchases enhanced touch, hearing and smell.

SILENT (LEVEL 1 – NO ASSOCIATED ABILITY)

This is a modifier to an existing power. There are no sounds associated with the use of this power whatsoever. Ranged attacks are silent and communication requires no verbal queues, and the like.

SLEEP (LEVEL 1 INTELLIGENCE)

Whether it’s via hypnosis, a special type of gas, pheromones or any other method, the character has the ability to put

others to sleep. The base level of this ability affects 1d8 hit dice worth of creatures in a 30 foot radius and lasts for 10 minutes. It will affect only creatures up to 5 hit dice or levels. Each level added to the power increases the duration by 10 minutes, the radius by 10 feet, adds 1 hit die worth of creatures to the overall effect or increases the maximum hit dice of a single creature affected by one.

SMOOTH ATTACK (LEVEL 1 – NO ASSOCIATED ABILITY)

This effect increases the accuracy of a given attack. When it is applied, choose one form of attack the character has and apply one of the following effects: The attack gains a +2 accuracy bonus, or any subsequent multiple attacks see their additional attack or recoil penalties reduced by half. This ability can be chosen twice, gaining both a +2 accuracy bonus and halving recoil penalties. It can combine with Homing for a total accuracy bonus of +7.

STUN (LEVEL 0 WISDOM)

The character can generate a burst of energy that stuns opponents, inflicting -2 to attacks, AC and ability checks for 1d4 rounds. Each additional level added to this effect’s power increases the penalty by 1, to a maximum of -10.

SUBDUAL DAMAGE (LEVEL 0 DEXTERITY)

The character can make an attack with a range of 30 feet, Accuracy 0, RoF 1, which deals 1d6 points of subdual damage. Raising this effect to level 1 can add an additional attack at Rec -1, or can increase the damage to 1d8. This effect can also be taken as a limitation, converting half of the real damage from an attack-based effect to subdual, but reducing its power level by 1, or converting all damage from an attack-based effect to subdual and reducing power level by 2. However, if converting all damage to subdual cannot reduce a power below level 2 in this manner, then no power that deals any amount of real damage can have a total power level lower than one.

TELEKINESIS (BASIC) (LEVEL 0 INTELLIGENCE)

The character can move objects of up to 5 lbs slowly. Objects moved in this manner cannot be used effectively as damaging weapons, dealing at most 1d4 points of temporary (subdual) damage. Fine manipulation is not possible, and the ability requires concentration to maintain.

TELEKINESIS (ENHANCED) (LEVEL 1 INTELLIGENCE)

The character can move objects with the power of their mind (or through the use of some sort of gadget-based energy field) of up to 20 pounds in weight. Such objects can be used as weapons to strike others, dealing 1d6 points of damage for a 5lb object, 1d8 for a 10 lb object and 1d10 for a 20 lb object. It is possible at this level to perform fine manipulation, but the CL to do so will increase based on the difficulty of the task:

CL 3: Aim a firearm, turn a key in a lock.

CL 5: Pull a trigger.

CL 10: Insert a key into a lock, use chopsticks.

CL 20: Operate lockpicks from across the room.

CL 30+: Extremely fine tasks such as fixing a watch, performing surgery, etc.

TELEKINESIS (SUPREME) (LEVEL 5 INTELLIGENCE)

The character's intelligence score is equal to their mental strength and dexterity for purposes of lifting and moving objects. Anything the character could do with a strength or dexterity score equal to their intelligence score, they can do with their supreme level telekinesis.

TRANSMUTATION (LEVEL 4 INTELLIGENCE)

By applying the cosmological mathematical laws involved in the ancient and lost science of alchemy (or by shooting a ray gun at it), the character can cause one material to turn into another. They can turn flesh to stone, causing a person to become a living statue. They can turn rock to mud, or liquid to gas, or even liquid to metal. Purchasing this power grants the player one transformative medium—the player chooses what they can transform into what, and this requires the GM's approval. At its default, the power works at a range of 30 feet; each level of increase adds an additional 30 feet to the range.

WARDING (LEVEL 2 WISDOM)

This ability provides the character protection against one specific type of creature or condition, chosen by the player when the ability is purchased. There are a broad variety of creature types and conditions possible and it is left to the GM to approve the final choice. Against the condition or creature, the player gains +2 to their AC and any saving throws against the creature or condition. Increasing this effect's power level has one of the following effects per level of increase:

- Player suffers half damage from the condition or creature
- Effect gains an additional radius of 10'
- Affected creatures cannot enter the area of effect
- Player is immune to condition or damage from creature while ability is active. This requires first purchasing the half-damage raise.

This ability requires concentration and a wisdom check to activate, with a CL equal to the hit dice of the creature being warded against, or of the creator of the condition. Combining this ability with Permanency removes the need for concentration, and no wisdom check is needed to activate the ability, though affected creatures may be permitted a charisma-based saving throw against it at the GM's discretion.

POWER LIMITATIONS

When building powers, the character can reduce the overall effective level of an ability by using limitations. Each limitation placed on a power reduces its effective power level by 1. However, unless it is comprised of only zero- or first-level effects, no power can have an effective level lower than 1. In addition, no power that deals real (non-subdual) damage can have a power level lower than 1.

A power that grants a homing blast, for example, would combine the effects Damage and Homing, granting a blast that deals 1d6 points of damage to a range of 60 feet and gains +5 accuracy bonus. This would normally be a level 2 ability, costing 3 power points as a super power. Applying the reduced damage limitation would reduce the power to 1d4 points of damage and the power level to 1.

On the other hand, suppose a character wants to be able to generate an energy blade with which they are lightning fast. They might choose Damage and Increased Damage to boost the power level to 1d8, and Additional Attack to give them a second attack at -4. At this point they have a ranged attack dealing 1d8 damage with which they can attack twice, the second attack being at -4. This would be a Power Level 3 ability. Perhaps they then add the Reduced Range limitation three times, reducing their range to under ten feet, which makes it basically a melee attack. Normally this would reduce the ability to Power Level 0, but since the minimum power level for a damaging ability is 1, the player has two choices: they could add an additional first-level effect (Homing, for example, or a second level of Increased Damage), or choose the Subdual Damage limitation, allowing them to purchase their energy blade as a zero-level power, but it deals only stun damage.

CONCENTRATION

This ability requires concentration to maintain. Some effects above come pre-packaged with this limitation; if it is applied again, characters suffer an additional +2 to the CL of any check to maintain concentration. Whenever a character attempting to maintain an ability requiring concentration is distracted, they must make an intelligence-based saving throw to continue maintaining the use of the ability. The CL for this check depends on the distraction. Generally, yelling at them or poking them isn't going to break concentration; such heroes are trained to stay focused. If they engage in any other activity besides maintaining the power or defending themselves-attacking, trying to use another power, reading a book or otherwise shifting their focus- they must make a CL 5 check to maintain. If they suffer damage from any source, they must make a check at a CL equal to the damage suffered.

EVOCATION TIME

The ability takes time to evoke. Whether it's a ritual, aiming, charging, or the like, when the character uses the ability it requires 2 rounds to use before going off. This limitation can

be taken multiple times, doubling the existing evocation time with each level.

FORM RESTRICTED

PREREQUISITE: Alternate Form Effect

The ability can only be used in one of the character's forms.

LIMITED EFFECT

The ability has only half its normal effect.

MALFUNCTION OR MISFIRE

On an imploding die result, the power or gadget malfunctions or spectacularly misfires. It does not function for at least 1d6 hours, and the user suffers damage from backlash equal to the imploding dice results (see **Amazing Adventures** p. 164). This limitation can be taken a second time; doing so results in an imploding result on a natural 1 or 2 on the check die rather than just on a natural 1.

POOR ACCURACY

The ability has an Accuracy penalty rather than bonus. The penalty begins at -2; this ability can be taken multiple times, raising accuracy penalties by an additional -1 each time to a maximum of -5. If applied to an ability that has accuracy, the accuracy is reduced consequently. It cannot be stacked with the Homing effect.

RECOIL

The power or ability has a recoil penalty of an additional -2. This limitation can only be taken if the ability already provides multiple attacks. It can be taken multiple times, increasing the penalty by 1 each time, to a maximum of -5.

REDUCED DAMAGE

The damage die type for the ability is reduced by one. Thus, d8 becomes d6, d4 becomes d2, and d2 becomes 1 point of damage. Damage cannot be reduced below 1 point.

REDUCED RANGE

Effective total range for the power is halved.

RESTRICTED/UNCONTROLLED USE

The power can only be used under a certain restrictive condition, or the character has no control over the power or when it manifests. This could mean that the ability only works at night or during the day outdoors (simply during the day is generally not an appropriate limitation, all things considered). It could mean that when the character gets stressed or angry, the power randomly manifests, or refuses to work. The GM and player should work together to choose the restriction and effective appropriate level reduction.

SLOW EFFECT

The ability's effects work slowly over a period of rounds or even minutes. The GM and player should work together to determine the effective speed of the power, how often and in what proportion of its total effects it takes place, and the total appropriate reduction.

For example, a character with the ability to transmute flesh to stone might select this ability, stating it takes five rounds to work. In the first round, the target is slowed to 5 ft. movement. In the second, they lose their dexterity bonus to AC and cannot do anything but defend themselves. In the third, they are paralyzed. The fourth round sees their skin begins to harden and turn gray, and in the fifth, they petrify completely. At any time before the fifth round, if the character's concentration is broken or they opt to do so, the power can be canceled, reversing in the same order at the same speed. The GM grants a 2-level reduction for this limitation.

WEAK EFFECT

Any numeric, variable effects of this power are halved. Alternately, the hero suffers -2 to attempts to activate the power, or victims gain +2 to save against its effects.

SORCERY: MAGICK AND THE EFFECTS-BASED SYSTEM

It is extremely possible to use the effects-based system presented in this book as yet another alternative to magic in **AA**. This form of spell casting is referred to as sorcery, and the energies used referred to as "magick." Rather than a rote list of spells based on a primary spell-casting ability, there are sorcerers who wrest the raw mystical energy of the universe and Deeper Dark, twisting, tying, tethering, and forcing it into specific patterns called invocations. This form of magick can work alongside Arcanists and Occultists in a standard **Amazing Adventures** game, adding yet another flavor and style to the mysticism for the game.

THE SORCERER

In game terms, the Sorcerer functions in most ways exactly like an Arcanist or Occultist. They have the same general abilities, including counter-spells, emergency spells and spell-craft, and operate on the same experience progression and rules.

Since Sorcerers are twisting the energies of creation to their will, something that is in and of itself an unnatural effort, they suffer corruption and madness exactly as do Occultists (see **Amazing Adventures Companion**, p. 58).

INVOCATIONS

Where Sorcerers differ from Arcanists and Occultists is in their core approach to magick itself (which Sorcerers spell with a "k" for the very new-agey-looking, "magick"). Sorcerers do not maintain a Book of Shadows, though they are prone to maintaining vast archives of dusty and ancient tomes of occult

knowledge, all the better to understand the energies they wield and better bend them to their will. Since they do not maintain a Book of Shadows, neither do Sorcerers have a set number of spells that they maintain on a daily basis. Rather, they can create any magick they can imagine by combining the effects listed above. These magickal forces, once crafted and brought into the world, are known as Invocations.

Casting an invocation requires spending an amount of MEP equal to the final invocation level +1, and making a Spellcraft Check using charisma with a CL equal to the final invocation effect level plus 2. Thus, casting a second level invocation costs 3 MEP and requires a CL 5 Spellcraft check.

STARTING MEP AND CASTING ABILITY

Since Sorcerers are forcing magick energies to take exactly the form they wish, the process is more difficult and taxing than it is by those Arcanists and Occultists who follow arcane formulae to create well-established effects. All Sorcerers use charisma as their Primary Spellcasting Ability, as they use their own force of personality and will to wrest and tear magic from the Weave of creation. Because their spells cost more in terms of personal energy to form and maintain, Sorcerers begin play with 2d4 + Con Bonus + Cha Bonus in MEP instead of the 1d4 with which other casters begin.

COUNTERSPELLS

Like standard mages, Sorcerers can cast counterspells. They have two means by which to do this, and it is one of the areas in which Sorcerers truly shine. The first is the standard method explained in **Amazing Adventures** on page 90.

The second method and the one upon which most Sorcerers rely and excel, is to use the Cancellation effect. If the Sorcerer decides to use Cancellation, they must identify the spell being cast as standard. They must then re-create that effect on their own, adding Cancellation to the overall effect. Beating the opposing caster to the punch requires a dexterity check, and does use the action of the Sorcerer for the round.

The Sorcerer then spends the requisite MEP, makes their Spellcraft check, and if they are successful, the original spell is immediately canceled unless the opposing mage chooses to re-cast it immediately. This can lead to a magical battle of wills between two casters, with one repeatedly canceling another's efforts until one or both run out of mystic energy.

MAGICK BURN

Failing to cast a spell for a Sorcerer can be disastrous. When the Sorcerer fails their spellcraft roll to cast a spell, they immediately suffer damage equal to the MEP spent to cast the spell as the magickal energies backfire and tear through their bodies, causing searing, burning pain and convulsions. A constitution save with a CL equal to the MEP spent is also requisite or the Sorcerer loses their next action.

Seriously failed castings are even worse. Whenever a Sorcerer rolls a natural "1"—an imploding die result—on a spellcraft check to cast an Invocation, they suffer real damage. The forces with which they are meddling do not like to be twisted and bent to the will of another. The damage suffered is equal to the MEP spent in casting the spell, plus the resulting imploding dice, to a maximum of 1d6 per level of the Invocation being cast. Thus, a 9th-level Invocation would deal anywhere from 11 to 65 points of damage (10 plus 9d6) on a seriously botched roll. They also immediately suffer one Darkness Point (no save) and SAN loss equal to the expended MEP.

MAGIC, MAGICK AND SAVING THROWS

Saving throws against the magick of a Sorcerer work exactly as they do against the magic of an Arcanist or an Occultist. This process is described in **Amazing Adventures**, but a clarification needs to be addressed. Since the second printing of AA, the system has reverted to the 12/18 CB split of Castles & Crusades. Thus, having the CC of a save be equal to the caster's check presents a problem. There are thus four general ways to handle saving throws against spell casting in the game. Choose the one that best suits your table:

1. **BONUS FOR PRIMES:** Leave the CC for the saving throw equal to the spellcraft roll to cast the spell. If the victim making the save is using a prime attribute, they may add +6 to their saving throw.
2. **CONVERT TO CL:** Since spell casters almost always use a prime attribute to make a spellcraft check, subtracting 12 from the final spellcraft roll will give you the CL needed to save against the spell. This is probably the most direct conversion to the new core system, but requires a bit of extra math.
3. **RUN IT OLD SCHOOL:** The system based on the caster's check is designed to reflect that as a caster gets more powerful, it gets harder to save against their spells, as well as introducing some variance in the idea that casters don't always ace their casting. However, in the interest of keeping things simple and straightforward, it's possible to simply give all saving throws a CL equal to the level or hit dice of the caster, plus their primary spellcasting ability bonus.
4. **ACCOUNT FOR IT ALL:** The CL for a spell save is equal to the caster's primary casting ability bonus, plus half their level, plus half the spell level being cast (round up). Thus, saving against an 18th-level caster with an 18 in their primary ability casting, a 9th level spell would require a CL 17 roll. The same caster at level 7 casting a 3rd level spell would require a CL 9 save. This requires a bit of extra arithmetic, but takes into account the caster's skill, their innate ability and the power of the spell being cast. In the end this may be the best method if you can handle the calculation fast. It will, however, result in lower level spells being much easier to save against.

PERSONAL HORROR

There are several kinds of horror that one can use as a tool in roleplaying games. By far the two most popular are splatterpunk and cosmic horror. The former is horror in the style of the great supernatural splatter films, slasher flicks and the like featuring relentless killers that can never be stopped—no matter how many times they die, they always come back. Sometimes they're slow-moving, silent forces of nature. Other times, they're wisecracking demons that come at you sideways, always a step ahead of you. Many zombie films also cross over into the splatterpunk genre by virtue of the sheer violence inherent in these stories. Modern takes on werewolf and other monster tales also fall firmly into the splatterpunk genre. If the focus is on violence, gore, and the shock factor, splatterpunk is the style of horror the character is dealing with.

Cosmic horror, on the other hand, makes use of eldritch, incomprehensible horror from beyond the pale. This is the realm of Lovecraft's tales of Cthulhu, Yog-Sothoth, the Necronomicon. This is the playground of writers like Robert E. Howard, Brian Lumley, August Derleth, Clack Ashton Smith and others who follow in their footsteps. While cosmic horror can be as violent as splatterpunk, the focus is on nameless terrors from the Outer Dark (or "Deeper Dark," as we have termed the space between spaces in **Amazing Adventures**) which cannot be defined or understood by the human mind. Characters are in a cosmic horror battle against a nihilistic universe where entropy and madness are inevitable and all they can do is stave off the coming of these horrors from beyond. Magic is a tool that is utterly alien and corrupting, but available to the brave, intrepid, greedy or stupid.

There is, of course, room for the two to cross over, such as the works of authors like Clive Barker and Stephen King, and many horror-themed role playing games do just that.

A third type of horror that can be used as a vehicle for a role playing campaign is that of personal horror. In a personal horror game, the players take on the role of monsters who prey upon human beings, and portray the struggle to exist in a human world as a complete outsider who perhaps once was human or otherwise has a strong desire to survive and thrive in the everyday world. The struggle, basically, is that of the internal battle between good and evil, between the desire to follow (or have) a conscience, and the overwhelming drive to obey the internal, bestial urges that constantly threaten to turn one into the monster that society already sees them to be.

The idea of personal horror in role playing games first took hold in the 1990s, when the first notable role playing games hit the market that allowed players to portray such creatures as vampires and werewolves, where before these were just creatures of darkness to be slayed. With the success of properties like Anne Rice's *The Vampire Chronicles* and later, the *Underworld* movies and the *Blade* movie trilogy and television show, gamers became more interested in

exploring the darker side of role playing. What must it be like to be a vampire or werewolf, to be cursed with this beast inside, constantly struggling to overwhelm you with inhuman urges to hunt, to kill and to feed? Could you maintain your humanity? Would you want to?

It's only natural that players would be attracted to this kind of gaming. After all, many of us role play to explore the kinds of people and creatures we can never be in real life. Is it wish fulfillment? For some, perhaps. For others, it's just a way of exploring something entirely different—pure escapism.

So how does a class-and-level system like **Amazing Adventures** handle playing vampires and werewolves? There are several different possible approaches, and this section of the *Book of Powers* will explore a few.

WEREWOLVES AND VAMPIRES IN CASTLES & CRUSADES

The information presented herein can also be easily ported over to Troll Lord Games' *Castles & Crusades* role playing game with no adjustments needed whatsoever, offering players and Castle Keepers the opportunity for two new monstrous races in their fantasy games.

VAMPIRES

The key to portraying vampires in a role playing game is to define their world. This can vary from setting to setting, but it requires a few core concepts. The first is their very nature. The second is their culture, organization and hierarchy. The third are the elements that go into playing them in the game.

TYPES OF VAMPIRE

There have been literally thousands of takes on the idea of an undead spirit feeding on the life force of the living down through the ages, and just as many powers and weaknesses to go with them. Generally speaking, however, there have been two types of vampires portrayed in popular literature. The first are those who are purely demonic in nature. These are the vampires that are repelled by holy symbols, servants of Hell itself who cannot cross running water, enter churches and the like. For the purposes of this book we will call them strigoi, or the soulless, from the Romanian term for undead vampires.

The other type of vampire are those who are given a "dark gift" of immortality, which raises them above humanity. They die in their normal lives. They have no heartbeat, no pulse, no breath unless they choose to breathe. They are not, however, demonic or hell-spawned in nature. They might be afflicted with a virus that carries vampirism with it. They might see their souls trapped in, or returned to, their bodies after death. Whatever the cause, these vampires can look at and hold holy symbols, they can enter churches, and they can even pray. We'll dub them moroi, or ensouled, also from a Romanian term for vampires.

The one thing that holds true is that strigoi and moroi despise each other to the death. Strigoi view moroi as aberrations, or pretenders, who walk around with their noses in the air but don't understand or accept their true vampiric nature. Moroi also view strigoi as aberrations, but as lesser monsters who are imitators of true vampirism. Moroi see themselves as the next stage in evolution, as being lifted above the mortal coil and see strigoi as a plague to be wiped out, those that give "true" vampires a bad name, and stop them from utterly controlling human society.

Generally speaking, moroi are the most playable form of vampire, and that's what these rules will focus on. Strigoi are those standard monster vampires found in the **Amazing Adventures** Manual of Monsters. They may be intelligent, canny, clever and exceptionally powerful. They are also demon-spawn. The core idea behind strigoi is that this is a human being who died, not just to their mortal life, but entirely. They have shuffled off the mortal coil and their soul has gone away, possibly to whatever afterlife was willing to accept it. In its place, a demon enters the body and raises it from the dead, granting it all the powers of unlife, a deep thirst for blood, a drive to reproduce and a compulsion to do evil. The best way to think of this is where human beings have a conscience (generally) that drives them to do the right thing and makes them feel guilty when they do something wrong, strigoi vampires are infected with a sort of anti-conscience. They actually feel compelled to act in violent, brutal and selfish ways, and feel guilty when they act in a kindly or selfless manner.

Moroi, on the other hand, are humans who have died to their mortal life, but whose souls did not move on. Instead, their souls remain in their body, which is cold and dead but does not decay, and is locked in a state of ethereal sameness. They gain the powers and vulnerabilities of vampires while constantly being drawn towards the remnants of their human life and society. They live in a constant state of emotional pain, which drives some utterly mad, makes others overly compassionate, and still others cold and distant. Moroi are complex creatures who turn others into vampires for a variety of reasons that go far beyond animal instinct—they could desperately love someone and not bear to lose them. They could utterly hate someone and seek to curse them with eternal damnation. They might need to feel a connection to a new age. They could be forced to create "children" as part of their society or culture. Moroi are complex, with as many or more motives, obligations, desires and needs as human beings.

The truth about moroi is that they have the same demonic essence within them that strigoi do, but their soul has managed to somehow hold purchase within their body as well, allowing them the free will to choose to do good, but always afflicted with the drive to do evil. For the most part, moroi are self-loathing and tragic creatures, struggling against an encroaching darkness that in the end, may well overcome them anyway. Most moroi vehemently deny the presence of

this demonic entity within, but it is most certainly there. There are legends and rumors of truly ancient and enlightened moroi who have managed to overcome and drive out the demon, while still maintaining their immortality and vampiric abilities and even, some say, gaining powerful new abilities as champions of the light. No one can claim to ever having met one of these legendary scions.

STRIGOI VS. MOROI: TERMINOLOGY VS. CULTURE

It's a bit sad that this has to be done in this day and age, but here is the obligatory disclaimer: for the purposes of these rules we are defining "strigoi" as dead bodies infected with a demonic essence that rises them from the grave as vampires. We are calling those vampires who have a soul and walk the world with free will "moroi." Though both terms are drawn from Romanian folklore, neither is entirely accurate to that folklore. The terms are those of convenience and flavor and not an attempt to adopt or appropriate any real-world culture or mythology. If anything, they could be seen as terms of convenience used by the occult community within the broad fictional realms of **AA** and in no way a representation of real-world Romanian folklore. By all means, if you have a better term for use in your game, run with it!

VAMPIRE CULTURE

The next step in defining vampires is to explore their culture. This can vary widely from game to game and setting to setting. The one thing that all stories featuring vampire protagonists have in common is that vampires are creatures that are both drawn to, and eternally apart from, the structures and strictures of human society. This means that they are loners by nature, and yet they constantly seek companionship.

NESTS AND PACKS

The most feral vampires are those that gather in nests or packs. These vampires, sometimes called revenants, are almost always of the strigoi variety, though occasionally moroi who have gone mad or succumbed to their bestial nature can nest as well. Vampires in this sort of gathering operate at best in a similar way as street gangs. At worst, they're like rabid wolves. There is always a gang leader or alpha, usually determined by strength and power, and often (but not always) which comes with age.

COVENS AND CABALS

The next form of gathering for vampires are the coven or cabal. These differ from nests and packs only in that they tend to be more civilized. Vampires in covens and cabals tend to operate with a set of rules, like to believe themselves associated with a code of honor, and seek temporal power, scholarship, knowledge and control. Vampires who gather in covens and cabals tend to be of the moroi variety, though some strigoi who fancy themselves better than their more

monstrous peers also form covens or cabals, often patterned after demonic cults.

Cabals and covens can be anything from refined groups engaging in scholarly pursuits to religious fanatics. They often use ranks such as “circles,” and titles like “brother,” “priest” or “bishop”.

NATIONS: KINGDOMS, BARONIES, FIEFDOMS, HOUSES

The absolute pinnacle of vampire society is the nation, or whatever the local group calls it. Vampires often create high-level structures to control their numbers. Sometimes the ruling body of a vampire nation can be a cabal. Depending on the culture they are mimicking, vampires may have a government that copies a republic, a democracy, an oligarchy or a dictatorship. In some settings there might be an all-powerful world government which maintains the great vampire secrets and keeps humanity and their enemies from discovering their existence. In others, there could be many nations throughout the world, all of which occasionally come together in a United Nations styled convention.

If there is a global controlling body, such vampire lords are usually seen as shadowy puppeteers on the fringes of the campaign. They have almost illuminati-like power (and indeed, may even control the illuminati), running a New World Order (or maintaining an ancient one) far beyond the reaches of the players. When they get involved in events, someone has done something very, very wrong and players should probably evacuate their bowels.

The upper hierarchy is up to you in the end, as are the divisions within that hierarchy. Vampires in some areas—particularly those in European nations—might divide themselves up into Great Houses, Kingdoms, Baronies or Fiefdoms. Others in Celtic, Northern European or North American areas might use Clans or Tribes as their division. The point is that vampires (at least, moroi) tend to adopt the trappings of the society in which they live, though often in a very highbrow and anachronistic way.

The final and most important thing to keep in mind is that vampires are drawn to human society and its organizations and trappings. As much as they might believe themselves superior to humans, vampires are in fact a cursed, dark reflection of all that human beings are, and they are forever compelled to mimic humans in this way. Call it impulse or instinct, it's something they can never escape.

PLAYING THE VAMPIRE

All of the above are vital to establishing the background of your game, which provides an important point of reference as to the role vampire player characters will fill. There is one other element that comes into play so far as personal horror goes: vampires are, at their core, forever alone. They may gather in imitations of government, of street gangs or

of cults. They may even choose one or two “lucky” mortals with whom they spend centuries wandering the world with a connection that goes beyond love and beyond friendship, but eventually, they are forced to stand alone and apart, and this is their tragedy.

It's also the trickiest part of playing a vampire in a game. It can be very tempting for players to just portray them as undead superheroes, and if this works for your game, that's fine. But the usual goal of portraying these kind of monsters is to play out their pathos. There are two ways to handle this. The first, most basic and most obvious is to just role play it. There's rarely a need for mechanics to play out this kind of character, especially if your players are really into the idea of exploring personal horror. However, some may feel more comfortable with a sort of anchoring mechanic that allows them to put a value on their bonds of humanity. This is where the Corruption score can come into play.

CORRUPTION

Every moroi has anchors; those things that bind them to this world. They are their core humanity, their soul, their morals, values and code of ethics. Whatever it is that granted the moroi their undead nature drives them towards inhuman acts. They still have to feed on human blood to survive, which all too often leads to murder and further distancing from their humanity. They are afflicted with a drive to commit dark acts and to give in to their base instincts. No one knows for sure, but it's possible that moroi are just as demon-infested as strigoi, but the presence of a human soul within allows them to fight back against the demonic urges, perhaps making them something more (more what?), or perhaps something more tragic. Anchors are what keeps them from turning completely dark.

Corruption is explained in the **Amazing Adventures Companion** on page 59. How it works is fairly basic. In the interest of not forcing people to buy an extra book (and outlining the minor differences in how it functions for vampires), a brief rundown follows:

1. Characters who become moroi must choose an alignment for their character, even if alignment is not normally used in the game. If this is a new character, alignment will be chosen at character creation. If the character “turned” during play, the moroi chooses an alignment in conjunction with the GM based on how they previously played their character.
2. Corruption is tied intricately to Sanity as described in the **Amazing Adventures** core rulebook, pages 72-78. For every ten points of Sanity a moroi loses, they gain a Darkness Point.
3. Every time a moroi is faced with the opportunity to do something evil, they should make a wisdom-based saving throw to resist the temptation (unless the player chooses to give in). The CL of this check is left to the

GM, but should generally also be tied to the difficulty of their SAN checks, using that as a base. If they fail this check, they give into their darker urges, and gain another Darkness Point.

4. For every five Darkness Points gained, the vampire gains a point of Corruption. Each level of corruption moves the vampire one step further from Lawful Good in alignment in the following sequence: LG-NG-CG-LN-N-CN-LE-NE-CE. If a character begins at LN, for example, they don't actually start shifting alignment until they have accumulated 5 corruption points. It's not that they're not corrupted, or that they begin corrupted; they just have further to fall before the corruption becomes immediately noticeable.
5. At the 9th level of Corruption, physical effects begin to manifest. These are up to the GM to determine, but they usually involve more bestial appearance for vampires—sickly pallor, gaunt appearance, red eyes, hair on the palms of the hands, clawed hands, fangs that protrude over the lips and cannot be hidden, a stench of death and decay, etc. Alternately they may begin to take on some of the vulnerabilities of strigoi—fear of holy items, inability to enter churches or cross running water, etc.
6. If a vampire falls completely to Corruption (15 levels) and their Sanity falls far enough, the demon may overcome the soul and they could effectively turn into a strigoi. Moroi who fall this far are called revenants, and may be indistinguishable from strigoi in almost every way. Indeed, many are even worse than strigoi, becoming near-mindless, ravenous killers who pose a real threat to moroi and strigoi society alike.
7. For a moroi, it may be possible to remove Darkness Points and even Corruption, through atonement (the exact process for this is up to the GM). Fate points can be spent to remove Darkness Points on a 1:1 basis, but not to remove Corruption. Revenants can never remove Corruption, only gleefully gaining it. They are utterly beyond redemption as the demon within takes over.

NEW PLAYER RACE: THE MOROI

Moroi are considered a player character race in **Amazing Adventures**. They gain the following abilities, bonuses and penalties:

ABILITY SCORES: Moroi gain +2 to strength and charisma, but -2 to intelligence and constitution, as their bodies and minds undergo both damage and augmentation from the process of dying.

PRIMES: Moroi gain only two prime attributes, one of which must be the prime attribute of their (eventual) character class (See Slow Progression, below).

SENSES: Moroi gain Duskvision, Twilight Vision, and Darkvision out to 120 feet. They also gain psychic senses as a Mentalist (see **Amazing Adventures** p. 39)

PSYCHIC ABILITIES: Moroi are minor psychics. They gain any two of the following Mentalist abilities of the player's choice: Mesmerism, Metabolic Control or Obfuscation. These abilities function as though the moroi was a mentalist of the same level as the character, but all function using charisma as their associated ability. These abilities function as psychic powers in all ways, including suffering psychic backlash (AA p. 81) on a failed attempt to manifest a power.

DAYLIGHT VULNERABILITY: Moroi can be active during the daytime, but suffer severe penalties and see their unnatural life force slowly drain away as a result. They suffer -2 to all attacks, actions and saves while in direct sunlight. In addition, while in sunlight or active during the day, for every hour they are awake, they suffer 1d4 points of damage, which can only be healed by feeding (see Bloodlust, below).

DAMAGE RESISTANCE: Moroi suffer half damage from all mundane weapons except those made of ash wood, cold iron or silver. They are not immune to normal damage, however, and if they reach -10 hit points they will die like anyone else.

BITE: A moroi gains a bite attack which deals 1d4 points of damage. When they bite, they may continue to drain blood at a rate of 1d4 points per round unless their victim succeeds at a grappling check to break free. If the moroi decides to drain blood, they are affected by bloodlust, as below.

BLOODLUST: Moroi must feed on at least 4 pints of human blood every 24 hours, or they suffer 1d10 points of damage per pint short. This damage can only be healed through feeding. Each pint of blood the moroi devotes to healing allows them to regenerate 1d8 hit points of damage, but does not count towards their daily feeding requirement.

To determine how much blood a moroi has drained from a victim from a bite attack, divide the victim's total hit points by 10. Each increment thereof that is drained represents one pint of blood. A moroi can drink more than 4 pints of blood; their body can store up to 10 pints total and they can spend excess on healing damage or on blood-bonding another (see below).

In addition, every time a moroi feeds, they must succeed at a wisdom check to cease feeding. The CL for this check is equal to the number of pints of blood the moroi drinks from a victim. Adult human beings contain 8 to 12 pints of blood, depending on the human's size. Humans who lose 6 pints of blood or more are in danger of death. The moroi may make another check (if they choose) every round to cease feeding. A moroi who kills a human being through feeding immediately gains a Darkness Point (see Corruption, above).

Moroi can also create progeny and blood-bonds or "Renfields," mystical servants and slaves. The process for this is outlined in "Blood-Binding and Becoming a Moroi" below.

THROUGH THE HEART: Moroi who are subject to having their heart pierced by wood or cold-forged iron are paralyzed (no saving throw) so long as the piercing item remains in their heart. Targeting a moroi heart in combat incurs a -10 penalty to the attack roll.

SILVER VULNERABILITY: Moroi suffer double damage from silver weapons.

SLOW PROGRESSION: Despite their significant weaknesses, moroi are a powerful character race. As such, all moroi player characters begin play with -500 XP and 8 hit points, plus their constitution bonus. Until they reach 0, they may not choose a character class. When they do choose a character class, they gain all normal first-level abilities, but do not gain the first level hit die of that class (the 8 hit points replaces it). Moroi can be of any character class, but for obvious reasons make excellent charisma-based Occultists, Socialites and Hooligans.

BLOOD-BINDING AND BECOMING A MOROI

It is possible for a character to be “brought over,” “granted Night’s Kiss,” or any other euphemism you like and turned into a vampire through the course of play. This process is complex and never occurs accidentally. A moroi chooses to turn a character, first by a mutual blood exchange. This exchange occurs over five consecutive nights, during which the moroi will visit their intended, draining them of a minimum of one pint of blood, then returning that pint from their own veins (consequently not counting towards the moroi’s nightly feeding, though some moroi feed extra before visiting their intended, to make up the difference).

A person who drinks a moroi’s blood becomes a “Renfield,” or “blood-bound.” These people fall madly in love with their prospective sire/parent/betrothed, and will behave almost as a willing and eager slave, even unto death, only disobeying their master or mistress on a wisdom save with a CL equal to the moroi’s level and charisma modifier (a save they do not get unless ordered to do something in direct opposition to their morals, values or ethics). Some moroi choose never to turn their intended, simply keeping them bound by blood and devotion forever. This is possible so long as the moroi engages in a blood exchange with the Renfield at least once per week. So long as they are blood-bound, the vampire shares an empathic link with their servant; they can find the Renfield no matter where they may be, without fail, and is always aware of how the Renfield is feeling at any given moment. This bond does not go both ways, however; the Renfield has no special access to the vampire, though if they choose, the vampire can telepathically communicate with the Renfield, even from thousands of miles away.

On the fifth night, the moroi drains their victim down to the very last pint of blood, automatically gaining a Darkness Point in the process, and replaces the blood with their own. The human dies, and three nights later, the deceased rises as a new vampire.

When a player becomes a moroi through the course of play, they immediately gain all of the benefits and drawbacks of the moroi race, and must sacrifice one of their three primes. The player may choose which prime is sacrificed, but it cannot be a prime that is associated with a character class. Finally, the player’s experience progression temporarily freezes. They

must earn 500 experience points before they may un-freeze and again progress normally.

MOROI AND AGING

It is unlikely that a role playing campaign will last through hundreds of years of game time, but moroi gains the same age benefits as a strigoi as per the table in the **Amazing Adventures** Manual of Monsters.

VAMPIRE GENERIC CLASS ABILITIES

Like all characters in **Amazing Adventures**, moroi may sacrifice class abilities and pick up Generic Class Abilities in their place. The following abilities are specific to moroi characters; only vampires have access to them. At the GM’s discretion, they can be added to strigoi as well to create ever more challenging monsters. As with all Generic Class Abilities, the GM must approve the equivalency of the sacrificed ability for that gained. For more information, see pages 57-62 of **Amazing Adventures**.

Alternately, if your campaign is using Advantages (p. [?]) you may choose to allow moroi player characters to select these abilities as player advantages at levels 1, 4 and every multiple of 4 thereafter, whenever players gain a new Advantage.

BASIC PSYCHIC POWER

The vampire may choose any basic psychic power. Regardless of the normal use of this power, the vampire uses charisma as its associated ability rather than the normally indicated one.

ADVANCED PSYCHIC POWER

PREREQUISITE: four Basic Psychic Abilities, character level 10.

The vampire may choose an advanced psychic power. This ability may only be chosen by vampires who already possess a total of four Basic Psychic Powers (remembering that the race begins with 3) and are at least level 10; one Advanced psychic power may be chosen per four Basic Powers possessed. The character must also meet all normal prerequisites for the Advanced Power they choose.

CLAWS

The vampire gains a claw attack that deals 1d4 damage.

ENHANCED BITE

The vampire’s bite attack deals 1d6 damage.

ENHANCED BLOOD DRAIN

The vampire drains 1d6 points of damage per round.

ETHEREAL MIST

The vampire can assume an ethereal mist shape. While in mist form, the vampire can neither affect nor be affected by the physical world, and moves at a speed of 60 feet. The mist

can move through solid objects, but if the vampire returns to its normal form while inside an object, it takes 5d10 points of damage. The vampire can maintain mist form for up to 2d6 minutes at a time, and can assume mist form for a maximum number of hours per day equal to half its level.

FAST MOVEMENT

The vampire gains the Fast Movement ability of the Pugilist. This ability grants a movement of 40 feet, and increases by 10 feet at 6th, 10th, and 15th level.

SHAPESHIFTING

The vampire may change into a small or medium-size animal and back again with hit dice equal to or less than the vampire's current hit dice. The vampire can change back and forth to human and animal as often as they like, but can only maintain an alternate shape for a number of hours equal to half their level, rounded down, per 24 hour period. The vampire automatically reverts if they fall unconscious, drop to 0 hit points, or die. Changing to animal form or back requires an action.

While transformed, the vampire's game statistics are replaced by those of the beast, but the vampire retains their alignment, personality and mental ability scores as well as their primes. The vampire gains any special abilities of the beast, including flight, senses, natural weapons and the like. The vampire keeps its hit dice and hit points, but heals 1d8 points of damage per transformation to and from the beast form. The vampire can neither speak, cast spells, nor take any action that requires hands. Any clothing or equipment the vampire is wearing or carrying is absorbed into its beast form and is present when it resumes its natural state.

WEREWOLVES

For the most part, werewolves are much easier to handle as a playable race than vampires. As with vampires, there are two different kinds of werewolves that come across in popular literature, though there have been thousands of takes on the myth of the shapeshifter throughout history. The two types of werewolves we will discuss here are the cursed werewolf and the born werewolf. The former is the varcolac, originally from the Romanian, while the latter is the loup garou, originally from the French. As with vampires, neither of these names are strictly accurate to their original definition in folklore, but have been adopted by the werewolf community at large to make distinctive the two varieties of were-beasts.

Either is playable in the game, but the varcolac will be less enjoyable as they lose control while under the influence of the change, and rarely remember anything that they did while a wolf. These creatures are those lycanthropes detailed in the **Amazing Adventures** Manual of Monsters, on pages 51-52, including the Curse of Lycanthropy, and no more rules need to be established for them.

WEREWOLF SOCIETY

Like vampires, you will want to define how the society of your werewolves will work in game. This, in general, is much simpler as the lupine nature of these creatures while in human form drives them towards a certain set of social behaviors. Unlike vampires, werewolves are fiercely social creatures, constantly seeking out relationships and bonds to others, and feeling lost and alone when cast out of a society or forced to live a solitary life. Solitary werewolves are dangerous creatures indeed, prone to rapid losses of sanity and accumulation of corruption as they take out their frustrations on the world at large by giving into their bestial nature.

The general social group of werewolves, naturally, is the pack. This can take many forms and trappings. It can be a street gang or biker gang. It can be a community of mountain folk living in the wilds of Appalachia. It can even be a group of hundreds of werewolves that hold sway over a huge swath of land the size of one or more states, trying to create a solid and civilized way of balancing the beast with the human. It could be like a traditional organized crime family in the Italian Mafia mold. With natural wolves, the pack is often an extended family group that remains together. This could mimic itself in the form of a clan or a tribal group adopting traditional native ways of life, though most werewolves realize that among humans, in-breeding is not wise as to maintain the viability of a society. However, a group of inbred werewolves living on the fringes of rural society can present a terrifying picture. The options are infinite, but every pack has certain things in common.

The first of these is that there will be an Alpha, Betas, an Omega and the wolves in between. The Alpha male and female are the undisputed (generally) leaders of the group; the ones who make all of the decisions and run the pack, hopefully like a well-oiled machine. They have the final word in all decisions regarding pack activities and are responsible for passing judgment on crimes against the pack as well as ordering punishment. Their rule is absolute unless challenged by another member of the pack or interloper who seeks to usurp the position.

Beneath the alphas are the betas. These could be thought of as advisers, confidantes and officers in the group. Each beta will have a specific responsibility, such as delivering punishment, acting as an advisor, an archivist, tracker or the like. They are valued and trusted allies and friends of the alphas, and sometimes respected enemies that the alpha wants kept close and satiated so they don't become too much of a threat.

The omegas are the bottom of the barrel. There are a few of these and they are those who have been shamed, disgraced or are otherwise too weak, foolish or ineffective to be a strong part of the pack. They're the weak link in the chain and everyone knows it. The omega is constantly on the brink of being exiled or left behind, and this makes them both pathetic and dangerous at the same time.

Between the alphas and betas and the omegas are the rank-and-file of the pack. These wolves simply go about their daily

lives, enjoying (or envying) the lives of the community and their relations with other wolves. They may distinguish themselves by great deeds allowing them to rise in status, or really screw up, thus lowering them. Strict hierarchy exists at every level in wolf packs, and is constantly shifting and changing as werewolves vie to look good in the eyes of their leaders.

VARCOLACS AND LOUP GAROU RELATIONS

Varcolacs, who are infected with the curse of lycanthropy, are a constant danger to the loup garou society. Loup garou view them in much the same way as moroi view strigoi; as abominations that are a deadly threat to revealing the existence of werewolves. The ease of transmission of the disease makes it even worse, and when word of a varcolac arises, a loup garou pack will hunt the creature mercilessly, seeking to wipe out every last one of these creatures.

Varcolacs, in turn, come in three varieties: the first are those who have not yet realized they're werewolves. Certainly they might have noticed strange things—enhanced senses, a constant hunger, a desire for extremely rare or raw meat, and increased aggression—but they might not have put the pieces together regarding that three-night monthly change. The second variety are those varcolacs who are terrified and ashamed of what they've become. They might exhaustively seek a cure for their condition, lock themselves away during the nights of the full moon, and go to great lengths (even murder) to avoid revealing their new nature.

The final and most dangerous varcolacs are those who accept and revel in their new condition. They throw themselves into their lives as a werewolf with gusto, relishing the pain of the change, and the freedom that comes with succumbing to a beast form, indulging their basest urges and forgetting what they do while changed. In fact, some of these reconciled varcolacs eventually learn to control their change to a degree, and can remember and exercise some basic control over their lupine forms.

All are considered dangers to loup garou society, which seeks to keep lycanthropy from spreading like a plague across the world and thus revealing the existence of were-beasts to the world at large. Interestingly, loup garou are the most likely to allow a reconciled varcolac to live, so long as the creature exercises reasonable control over its activities as a beast (read: doesn't draw too much attention to itself and makes sure it doesn't spread lycanthropy around like wildfire). Their view of the cursed does not relate to high-minded ideals of good and evil or morality. It's simply a factor of keeping their existence secret to ensure they are not all hunted to extinction. On a rare occasion, a reconciled varcolac has been adopted into loup garou society.

PLAYING THE WEREWOLF

All werewolves, whether cursed or born, are afflicted with a predisposition to be overcome by their baser desires. Their emotions tend to run high and deep, from joy to rage to sexual desire, and it's all they can do to not give in entirely. A werewolf who completely surrenders to the beast within turns forever into their wolf form, loses their personality and humanity, and is never able to resume human form again.

They are mad, rampaging killers, akin to a rabid dog, but about six times as dangerous and deadly. These werewolves are called the ravenous. Most wolves realize this to be a real danger and battle against the slide into darkness, but there are those who give over entirely. These are considered dangers by loup garou and varcolacs alike, and the rare occasion when cursed and born werewolves team up will be to destroy one of these deadly creatures.

The key to playing a werewolf effectively in a personal horror game is embracing this struggle with the beast. Every day is a delicate balancing act, walking a tightrope between holding on to the bonds of humanity, trying to live a real life, and the urges that drive you to mate, to hunt, and to kill. Few werewolves are truly good creatures; they are driven utterly by their darker urges and the best they can hope for is to not become mass murderers or serial killers through maintaining a strict code of conduct and honor. The more they struggle, the harder it becomes.

WEREWOLVES AND CORRUPTION

In game terms, werewolves are subject to sanity loss and corruption exactly as vampires (see above), save that instead of the temptation to become evil, werewolves must struggle against the propensity for and temptation to do violence. Constantly in a state of fight or flight, they suffer penalties every time they are faced with a situation in which violence could be a solution, or which may inflame their inner rage. At their ninth level of corruption, werewolves begin manifesting bestial traits—canine-like eyes and features, elongated and pointed ears, small patches of fur, long nails, fangs and the like.

NEW PLAYER RACE: THE LOUP GAROU

Like the moroi, the loup garou is a player character race, and has the following racial features:

ATTRIBUTES: loup garou have +2 to dexterity or +2 to wisdom (choose one), but -2 to charisma and -2 to intelligence.

PRIMES: loup garou have only two primary attributes, one of which must be defined by their character class.

SENSES: loup garou have duskvision, twilight vision, and enhanced hearing and smell which gives them +4 on all wisdom checks related to their sense of hearing or smell. They automatically gain the Listen ability of Hooligans (AA p. 37) and the Tracking ability (see **Amazing Adventures** p. 62). They retain these abilities even when in human form.

RAPID HEALING: Unless the damage suffered is from silver, wolfsbane or fire, werewolves regenerate damage at a rate of 1d8 points per hour both in human and lupine form.

ALTERNATE FORM: loup garou can change their form into that of a giant wolf or a hybrid wolf-man form at will. The change takes one action to accomplish and the loup garou can hold this form for a maximum number of hours each day equal to their character level. The wolf form in most ways resembles a natural wolf, though it is much larger, being up to six feet long and weighing upwards of 200 pounds.

Werewolves in wolf form gain the ability to trip foes; any foe bitten by the wolf must make a successful dexterity save (CL=werewolf's level) or fall prone and lose initiative on the next round. The hybrid form stands roughly 7 feet tall and allows for the werewolf to walk upright, use tools and climb if necessary.

Werewolves in hybrid form have a SAN rating of 1d6/1d8. Most werewolves shun the use of hybrid form when not absolutely necessary; they see it as something of an abomination and a shame and much prefer acting as full wolves when transformed.

While in wolf or hybrid form, the werewolf gains an additional +2 to all physical attributes and the ability to make claw attacks that deal 1d4 damage as well as a bite attack dealing 1d6 damage. The AC of a werewolf in wolf form is 14 plus dexterity bonus, while in hybrid form it is 16 plus dexterity bonus. In either form, loup garou gain 2 hit dice worth of temporary hit points. These temporary hit points are the first lost when the character suffers damage, and damage from temporary hit points does not transfer over when the loup garou transforms back into a human.

Loup garou do not carry, nor can they transmit lycanthropy. While transformed, the werewolf maintains its personality and mental attributes, but suffers -2 in wolf form and -4 in hybrid form on any saving throws to resist indulging in violent and bestial urges and on saving throws against Darkness and Corruption.

PACK MENTALITY: loup garou are driven to seek out deep emotional bonds with others. Any garou that does not have this attachment to at least one other creature who they spend their lives with, and who has that attachment reciprocated, suffers -2 to all rolls to resist sanity loss and Darkness points.

WEREWOLF VULNERABILITIES: loup garou are vulnerable to silver. Merely touching it deals 1d4 points of damage like acid per round it is held. Being struck by a silver weapon or bullet deals double damage to the werewolf. In addition, they are vulnerable to wolfsbane, which comes in two varieties: Aconite and Arnica Montana. Werewolves are mystically repulsed by this substance and are unable to approach within ten feet of a plant, whether fresh in the wild or dried and worn as a protective talisman. Touching a werewolf with wolfsbane forces it back into human form, and a werewolf wearing wolfsbane cannot assume wolf form. Weapons that incorporate wolfsbane deal double damage to werewolves much as silver weapons do.

Werewolves who ingest wolfsbane immediately go into severe anaphylactic shock and suffer effects similar to suffocation and drowning (see **AA Companion**, p. 82) as their throat closes up. They can survive for a number of rounds equal to their constitution score, after which they must make Constitution saves every round at a cumulative +1 CL per round. Failing a check means they are at -1 hit points and dying. The next failed save means death. Despite the mystical nature of this allergy, the same treatments as any severe allergy will allow the werewolf to overcome this exposure.

WEREWOLF GENERIC CLASS ABILITIES

Like moroi, loup garou have a set of Generic Class Abilities that they can choose by sacrificing roughly equivalent regular class abilities. The GM is the final arbiter on what constitutes equivalency for this purpose. If you are using Player Advantages in your game, you can opt to allow loup garou to take these abilities at level four and every multiple of four thereafter, whenever players gain a new advantage.

ENHANCED BITE

The werewolf's bite attack deals 1d8 damage. In addition, while in human form, the werewolf can manifest fangs allowing for a 1d6 bite attack.

ENHANCED CLAWS

The werewolf's claw attack deals 1d6 damage. In addition, the werewolf can "pop" claws while in human form, dealing 1d4 damage.

ENHANCED SENSES

Werewolves with enhanced senses gain an additional +2 to all wisdom checks relying on sight, smell or hearing, and gain darkvision out to 60 feet. This ability is present even when in human form.

ETHEREAL STRIKE

As creatures of both the spirit world and the physical, the werewolf has reconciled itself with the wolf spirit within. While in wolf or hybrid form, their claws can affect ethereal creatures such as ghosts or even vampires in mist form.

LOCKING JAWS

While in wolf or hybrid form, the werewolf can lock its jaws onto a victim it bites, dealing automatic bite damage every round which can only be broken if the victim makes a successful strength check with a CL equal to the werewolf's level and double its strength bonus. While locked onto a victim, the werewolf loses its dexterity bonus to AC and can take no other action save making extra claw attacks on its current victim at +4 to hit.

RAPID MOVEMENT

This is identical to the moroi ability of the same name. The werewolf maintains this ability in human and in lupine form.

WOLF EMPATHY

The werewolf can telepathically communicate with any normal wolf within 1 mile, and can summon up to 1d6 normal wolves to their current location if the wolves are within 1 mile. It takes 2d6 turns for the wolves to arrive on the scene, and the wolves will be staunch allies of the werewolf, even unto the death, though it is a cardinal sin for any werewolf to allow the death of a natural wolf. The werewolf has this ability both in human and lupine form.

URBAN MYTH: ANGELS AND DEMONS

Another option for playing unusual characters in an urban fantasy style game is to bring the battle between Heaven and Hell to your players' doorsteps! One means of exploring this option is handled in the *Brimstone* and the *Borderhounds* role playing game, which sees the players acting as operatives of Hell, hunting down escaped souls as demon, half-demon or mystically inclined humans. Like werewolves and vampires above, this is largely handled by means of introducing demonic and angelic races to your game.

In classical Biblical tradition (and mythological traditions from other religions), since devils and demons are often considered either fallen angels or their evil counterparts, the differences between the two in game terms are strictly cosmetic. Thus, the same racial qualities and powers are used regardless of whether the character is angelic or demonic. If the GM wishes, these qualities can be modified for specific species, houses or circles of demon, or specific ranks or choirs of angels. Again, for an example of how to accomplish this, the player is directed to the *Brimstone* and the *Borderhounds* RPG.

POLITICS OF HEAVEN AND HELL

Depending on what tradition you're playing upon, the politics of Heaven and Hell can vary wildly and you will need to outline and cement this for your game before setting out. In the Zoroastrian tradition, for example, there are several different varieties of angelic and demonic servants, called *Daevas*, *Spentas* and *Asuras*, among other names. In some stories, these angels and demons are also synonymous with lesser deities. They can also be found in ancient Sumerian and Babylonian mythology as well as some sects of Hinduism.

In the Judeo-Christian-Islamic tradition, angels are a vital force, acting sometimes as messengers, sometimes as heralds, sometimes as foot soldiers, and even, on occasion, as assassins of God or the Devil. The sheer variety of religious traditions in which angels and demons play a role is far beyond the scope of this book; among Jewish, Christian and Muslim traditions alone there are hundreds and even thousands of different roles they might play, depending on the split and sect you are reviewing or even based on individual stories within a given tradition.

As such, it would not only be disingenuous to attempt to present a treatise on angelology and demonology here, but it would be potentially offensive and insulting to some of our readers, who might hold vastly different beliefs than those presented here. Other readers with little interest in how the Egyptian, Sethian, or Valentinian Gnostics viewed angels in the cosmology of the universe would find such a piece tiresome and boring. Since this is a fantasy game at its core, and one without a hard internally integrated setting, it's best not to try to provide any authoritative information.

It is then left to the GM to determine in the course of their own game. Are angels and demons diametrically opposed?

Are there different varieties of angels? Are Seraphim simply more powerful versions of warrior angels, or are they a completely different breed than Grigori? What about devils and demons? Are they one and the same, or are they two different warring factions of infernal creatures? Are all angels good and all devils evil, or are there those who are pledged to defend the balance and are opposed to (or champions of) otherworldly corruption like that which comes from the Outer Dark? Is their mission simple—further the cause of their ethos—or are there detailed and complex political and social structures at work? Can a demon and an angel work side-by-side against a common foe like an encroaching Old One? Can a devil and an angel be old friends who just happen to be on opposite sides of the war lines? The possibilities are endless, but before introducing these celestial and infernal creatures into your game, you must have an understanding of the rules by which they play in your universe, what they are and aren't allowed to do, how they interact with each other, and the circumstances that can cost them their abilities. This could be a vital balancing factor, since angels and demons tend to be rather powerful in comparison to normal humans and even other supernaturals.

HYBRIDS

Another issue to consider when bringing angels and demons into the mix is whether or not hybrids exist. Hybrids in half-angel form would be called *Nephilim*, and half-demon hybrids are known as *Cambion*. We won't get into the mechanics of how that happens—we're going to assume that Mom and Dad talked to you about the birds and the bees, and if they haven't, this might be a good time to ask. Suffice it to say, when they walk the earth in physical form, angelic and demonic creatures have the same plumbing as humans, and sometimes their dalliances or love affairs with humankind produce offspring. These offspring are exceptionally powerful, combining all the best and worst traits of both parent species. They may also have the ability to navigate the complicated ethereal pathways between our world and the next, making them powerful allies and great story hooks for the GM. Hybrids are presented as an optional race alongside the angel/demon race below.

OPTIONAL HUMAN RACIAL ABILITIES

In other SIEGE Engine games, humans gain no special racial abilities beyond their third Primary Attributes. In a game including celestial and infernal beings, since angels, demons and hybrids have significant levels of power, if your game is using Backgrounds and Knowledge skills (**AA** p. 63) it is highly recommended to grant human characters an additional free Background and Knowledge skill above and beyond those normally permitted to characters. In addition, granting humans one free Generic Class Ability (see **AA** p. 57) in addition to their normal class abilities will go a long way towards keeping things balanced and fun to play.

Even if you are not using these features normally, it may suit you to allow human characters to have one Background, one

Knowledge and one Generic Class Ability to serve as human racial abilities. These are in addition to humans gaining a third Primary Attribute.

Finally, it is possible to give humans half, or even double, the normal starting Fate Points, allowing them to pull great success out of thin air. They are, after all, the most important species in the multiverse!

In the end, numerical balance is not exact; demons and hybrids are definitely more powerful than humans. The trick—both as a player and a GM—is to make humans fun to play, and give them advantages even though demons may be more powerful. Making them adaptable by allowing them extra skills and abilities that demons may not have is the best way to approach this issue.

As a final note, adding these options to a human character will make such characters more capable than humans in other SIEGE Engine games. GMs should take this into account when importing and exporting characters to and from Castles & Crusades, Victorious, or other RPGs using this rules engine.

NEW RACE: OUTSIDERS - ANGELS AND DEMONS

Not to put too fine a point on things, but angels are servants of heaven and demons are hell spawn. They're created and bred in to serve their celestial or infernal masters. Now, let's be clear: we're not talking about the Big Boys here. We're not looking at the fiery blades of the Archangels or Lucifer himself. We're talking about foot soldiers, assassins, espionage agents and those who serve on the front lines in hopes that someday they might just get the chance to climb the corporate ladder and become something more.

Angels and demons are strong, fast and tough. They can wield awesome abilities through the Celestial or Infernal Fires. Their jobs, more often than not, are to chase down human souls that somehow manage to escape from Hell, might be an asset to Heaven, or otherwise are important on a cosmic scale, and recruit or return them for punishment. They might also be brought to earth by the summons of a sorcerer or banished from their home realm for some slight. There are a wealth of reasons why one of these creatures could walk the world; fortunately for humans, angels and demons cannot easily cross over the border between Hell and Earth, and certainly can't do it on their own or on a whim. They need help to do that—a summoning ritual, assigned a mission, banished or are dragged along via some other means.

In some rare instances, angels and demons can cross over spiritually and possess living humans, but this rarely accomplishes much; the ethereal essence quickly burns up the human body, and the being itself is physically weakened. Not to mention, there's that whole pesky exorcism thing. Still, every so often the Architect of Heaven or Hell finds it necessary to send one across to make a point or accomplish some other minor task.

In game terms, angels and demons come from a common racial stock and are referred to as Outsiders by human occultists. In general, when they walk the world they look like exceptionally attractive human beings, though there is something extremely unsettling about them which can be off-putting to normal humans.

OUTSIDER ABILITIES

Outsiders have the following racial abilities.

ATTRIBUTE BONUSES: Outsiders gain +4 to strength or dexterity (choose one), and -4 to charisma. Despite their exceptional beauty, their otherworldly nature makes their presence disturbing to humans.

ETHERIC FIRE: Outsiders wield the powers of the ethereal plane. They begin play with 10 Etheris Points they can use to activate powers, and can spend Fate Points on a 1:1 basis to purchase more Etheris Points if they so choose. At each level after the first, the demon gains two additional Etheris Points.

If the GM creates a specific demon race (see below), the character will gain that race's special abilities instead of Etheric Fire.

OTHERWORLDLY NATURE: As indicated by their low charisma scores, Outsiders are unsettling in the extreme, and seeing one in its true form will at best terrify a normal human and at worst will drive them insane. Seeing an angel or demon unveiled requires a Sanity check at CL 4 plus half the demon's level or hit dice. Its Sanity rating is 1d4/1d8. For more information see "Sanity," in **AA** p. 72.

An angel or demon can unmask at will, but only does so under dire circumstances, as revealing their true nature can put all of Heaven or Hell at risk. The process of unmasking takes one round. Once unmasked, a successful wisdom check at a CL equal to the Outsider's current hit dice or level is required to once again assume human form—the more powerful the Outsider, the harder it is to change back to a mundane human.

In general, the appearance of an Outsider in its natural form suits the classic impression of a demon, devil or angel, but could vary by species. For the most part, angels are staggeringly, blindingly beautiful creatures that are at the same time terrible, clad in golden armor with flaming wings and surrounded by a bright halo of light. Demons have skin that ranges from dark blood red to sickly green or yellow, are scaled, have wild black hair, reptilian or catlike eyes, cloven hooves, bat wings, clawed hands, horns, spikes and are wreathed in flame. This true appearance can vary, however, from being to being, and players and GMs are free to come up with their own description of the character's true form.

The exact consequences of unmasking for an Outsider is left to the GM to determine, but at the very least, if it happens in public and in plain view of many people, the creature

should be instantly recalled to its home plane to face severe punishment, or possibly lose its divine/infernal powers.

Earth Manifestation: Generally speaking, an Outsider can only cross over to earth by being somehow summoned, and this results in them being incorporeal, invisible, unable to affect the material world (save by possibly possessing a human), and with a nasty case of diarrhea when they get home. For an Outsider to manifest physically on earth, they are either sent by the powers that be, are called forth by a powerful sorcerer or are brought by a hybrid.

PRIMARY ATTRIBUTES: Outsiders have two Primary Attributes. One is determined by the creature's character class. The other is chosen by the player.

CHARACTER CLASSES: Outsiders cannot use magic or psionics; they are thus prohibited from the Arcanist, Occultist or Mentalist character classes. In games using super powers, they also cannot be powered.

SPECIFIC DEMON RACES

The racial bonuses here are to allow player characters to create tailored or generic Outsider characters from amongst the broad and myriad races of Heaven and Hell. If a player wishes to create a member of a specific species of Outsider, the GM should work with them to design the specific powers of that species.

For example, a player might want to play a species of demon that was the inspiration for legends of gremlins on earth. The GM could rule that this character, instead of Etheric Fire, can use their Etheris Points to cook up gadgets like a Gadgeteer, and gain the Jury Rig ability of that class. They are smaller than other demons, however, and must take the +4 to dexterity rather than strength.

There is no reason why the GM and players couldn't cook up a customized Outsider race to represent a new species of never before seen celestial or infernal beings. The best way to do this is to look at the **Castles & Crusades Players Handbook** and adapt fantasy races from there, or at the **Amazing Adventures** Manual of Monsters, which includes guidelines for adapting monsters as PC races. Using these guidelines, or simply pulling a monster's special abilities out, any fantasy monster adapted from AA or C&C could, when combined with the unmasking and Etheric Fire rules herein, become a new demon race for your game.

HYBRIDS

Every so often, an Outsider mates with a human and these couplings will result in a kid. Generally speaking, the life of a hybrid—called cambion if they're demonspawn and nephilim if they're the product of an angel—is a life of a fugitive on the run. Heaven and Hell don't permit these kids to live and die a normal life on Earth. They are hunted and either swept off to their etheric home plane or destroyed. Hell doesn't like them because too many use that pesky free will to choose the

side of good, and Heaven, well there was that whole great flood thing a few dozen millennia ago, when they started eating people.

Regardless of the reason for the Otherworld's hating them, not too many nephilim and cambion survive to adulthood, and those that do usually discover an annoying tendency to get caught up in words like Prophecy and Apocalypse.

Those that do survive, however, are certified bad-asses. They have some of the abilities of demons combined with some of the adaptability of humans...and they can cross over between Earth and the plane of their ethereal parent whenever they like. Most can even take other souls—human and Outsider—with them. This makes them as valuable as bounty hunters as they are viewed as dangerous wild cards.

HYBRID ABILITIES

Hybrids gain a number of special abilities to help them survive striding between two worlds.

ATTRIBUTE BONUSES: Hybrids gain +2 to any two physical attributes, but -2 to any two mental attributes. This increases and decreases their maximum level in said abilities, respectively.

SUPERNATURAL SENSES: When on Earth, a hybrid can make a wisdom check to sense the presence of demons or other supernatural creatures, both to track them down and to tell if a human is actually a demon in disguise. In Hell, a hybrid can use their supernatural senses to track Weepers down wherever they go, smelling out their aura like a bloodhound. Treat this ability as though the hybrid has the Tracking Generic Class Ability (**Amazing Adventures** p. 62), only it uses wisdom checks to function and is a mystical sense rather than looking for physical signs of passage.

ETHERIC FIRE: Hybrids can wield the Etheric Fire, but aren't quite as good at it as demons are. Hybrids begin play with 5 Etheris Points to use and activate powers, but can spend Fate Points at character generation on a 1:1 basis to purchase more (or in emergencies can use Fate Points to power Etheric Fire). Hybrids gain an additional Etheris Point every level.

OUTSIDER'S BANE: When fighting a full Outsider, the hybrid is treated as though their strength and dexterity were 4 points higher than they normally are, gain +2 to all rolls to activate and use Etheric Fire, and the cost of any Etheric Fire abilities is halved. Another reason Outsiders don't like hybrids—they're custom built to take on angels and demons.

CROSS OVER: Hybrids can navigate the borders between worlds and cross over to and from their ethereal home and Earth as needed (or as they please), without the need for a summoner or other outside means to do so. In general, the lords of the ethereal realms do not approve of hybrids doing this, so in general any half-breed who's looking to take a jaunt back and forth wants to get their boss' okay before doing so. Not everyone pays attention to that preference, however.

In addition, the hybrid can take others with them when they cross over. The number of people they can take along is equal to their wisdom bonus. For every six levels gained, they can take one additional person along for the ride. When the hybrid returns, however, all those brought along are also dragged back, no matter where on Earth or the other plane they may be. Also, a fire and brimstone explosion with enough power to level everything within 100 yards comes along with the teleport, so the responsible hybrid always enters Earth in a remote location, or uses the same means of transport as a full Outsider (being summoned or sent). Finding a remote location requires an intelligence check whose CL is determined by the GM, and based on the familiarity of the hybrid with their current area and the distance from a safe place they happen to be. Crossing over always occurs from a place on one world to a direct corresponding place on the other.

PRIMARY ATTRIBUTES: Hybrids gain two Primary Attributes. One is determined by class; the other is chosen by the player.

NEW GENERIC CLASS ABILITY: ETHERIC FIRE

Characters with this ability have somehow gained the ability to use the Powers of Hell. This Generic Class Ability means that the character is probably a Weeper, escaped from Hell, or has at the very least somehow been “touched” by Hell. It is highly uncommon for humans to gain access to these abilities, and as such, human characters may only take this ability with permission from the GM, and it should coincide with some major story event.

Characters with this ability gain Etheris Points equal to 3 plus their current level, with which to activate Etheric Fire powers as described on page [?]. With each level gained thereafter, the character gains an additional Etheris Point. As human beings, these characters become fatigued after a use of a power, and exhausted with a second use, as outlined on page [?]. Fatigue from the use of Etheric Fire disappears after one hour of rest. Alternately, a character can spend a Fate Point to immediately recover from fatigue. Recovering from exhaustion requires two hours, or the expenditure of two Fate Points.

Demons and hybrids gain no additional benefit from taking this ability.

Unlike other Generic Class Abilities, Etheric Fire does not require the sacrifice of a class ability to gain, but instead carries an EPP cost with it to offset the powers gained. After this ability is chosen, the character must gain an additional 1,000 EPPs per current level of experience to advance to their next level. In the interests of record keeping, this tally is kept separately, beginning at zero. Once the requisite level is reached, experience can then begin accumulating normally once more.

For example, a character decides to obtain Etheric Fire at fifth level. The character begins with 8 Etheris Points (3 plus level) and must now begin a separate experience tally at 0.

All experience gained from this point forward is added to the new tally until it reaches 5,000 (1,000 times the character’s current level of 5). When the character reaches 5,000 EPPs, the new tally can be erased and additional experience is once again gained as normal.

ETHERIC FIRE

Etheric Fire is the ability to draw upon the stuff of the Ethereal Plane to create astounding supernatural effects. These are the innate abilities upon which angels, demons and hybrids can call by virtue of being part and parcel of the Otherworld. When a demon unleashes a blast of hellfire, assumes phenomenal strength, or leaps tall buildings in...well, you get the idea, that’s Etheric Fire. Angels call it Celestial Fire and demons call it Hellfire, but in the end it’s all the same basic stuff, though the visual and auditory trappings might vary. An angel’s fire might be golden and bright as the sun while a demon’s could be blood red or green. Those with supernatural senses might sense divine wrath from an angel’s fire and corrupted malice from a demon’s. The game functions, however, are identical.

Outsiders, hybrids and those with the Etheric Fire Generic Class Ability gain a pool of points which they can use to call upon these abilities. Anyone with the touch of the Otherworld has the ability to call upon a broad range of powers at any given time. They have more diversity than sorcerers at a given moment, even if sorcerers have a broader range of abilities from which to choose. A hybrid could boost their strength phenomenally, or they could decide to channel a burst of Etheric Fire through their mini-gun.

USING ETHERIC FIRE

Using Etheric Fire is fairly simple: the character (or monster) has a pool of Etheris Points which are called upon to use the powers of Hell. When a PC, NPC or monster spends Etheric Fire points to activate a given power, it works. No roll is necessary to activate these powers. However, if it’s an attack-related ability, the character will need to make a standard attack roll to use it—that is, if firing a burst of Etheric Fire, a ranged attack roll will be required.

Each ability, however, can be tuned using points to change its effects. For example, Etheric Fire can be more accurate by spending points to add to its accuracy rating (just like a firearm; see *Amazing Adventurers* p. 172), or it can be turned into an area of effect attack by spending points to increase its explosive range. Likewise, should a character choose to increase an ability score using hell powers, the abilities increased and the amount by which they are increased depend on the points used. However, just because you are stronger does not mean you automatically succeed at strength SIEGE checks. You still have to make a check to lift a car; after all, you could always have an imploding result that makes you fail (see “exploding and imploding results”).

Some Etheric Fire powers are single-use. Others have a duration (usually one scene of play). Calling upon these powers to boost an ability score, for example, lasts for a scene, while each Etheric Fire burst called upon is a one-shot use.

ETHERIS POINTS

Each character who is capable of accessing Etheric Fire has a pool of Etheris Points that may be used to activate their abilities. Each ability requires the expenditure of multiple points to use, based on the exact effect you wish to achieve.

The number of Etheris Points granted is based on a character's race (demon, half-demon or human with Generic Class Ability), plus their current level. These break down as follows:

FULL DEMON: 10 plus level

HYBRID: 5 plus level

HUMAN: 3 plus level

In addition, those with Etheric Fire can use Fate Points to power their abilities on a 1:1 basis, treating Fate Points as though they were Etheris Points. Unlike regular Etheris Points, Fate Points spent to power Etheric Fire do not return at midnight, but are permanently spent.

Etheris Points refresh at midnight every night for demons and at dawn for angels.

RESTRICTIONS ON ETHERIC FIRE

Angels and demons have no restrictions on their use of the powers of Hell. These are innate abilities that can be called upon at any time, making a true demon a hell of a foe to face (see what we did there?).

Hybrids, on the other hand, have the innate connection required to call upon these abilities, but they are draining. After using Etheric Fire in a scene, the hybrid must make a constitution-based saving throw or become fatigued. Further use of the powers while fatigued requires another saving throw (with appropriate penalties for fatigue); failure results in the character being exhausted. Pushing oneself beyond exhausted has consequences as outlined in AA p. 167. Hybrids can spend a Fate Point to automatically succeed at this saving throw as standard.

The only difference between this and normal fatigue is that after using Etheric Fire, a good hour's rest will recharge the batteries and the character will no longer be fatigued; the normal 8 hours complete rest is not necessary.

Human beings who somehow access the powers of Hell are at a distinct disadvantage. Using Etheric Fire automatically results in fatigue, with a second use automatically resulting in exhaustion. No save is permitted. As with hybrids, fatigue from use of these abilities goes away after a good hour's rest, though humans can spend a Fate Point to avoid fatigue if they choose.

CHANNELS AND FOCI

Not every fire-hurler uses their eyes, breath or bare hands. Many like the benefits that come from using heavy equipment (or maybe just special boxing gloves). Channels and foci can be used to restrict use and as such gain additional benefits.

Using an appropriate channel or foci for their power (at the GM's discretion) grants enhancements to the power as though they had spent 2 points. A character, for example, who must use a Etheric Fire gun to focus their Etheric Fire essentially gains 2 free points to spend on enhancing their Etheric Fire. Likewise, a character who must don huge plushy fists to gain strength bonuses gains 2 free points to enhance their strength use of Etheric Fire.

It is possible (and is often likely) to have different channels for different powers. It's unlikely, for example, that an Etheric Fire gun will help the character when they try to boost their strength. They can, then, have a Etheric Fire gun that only affects their use of that power, and still use their standard, unmodified ability boost as normal (no focus required). In this case, when they used Etheric Fire, they would use their Etheric Fire gun and gain an extra 2 free points on each use of that power. When they used their ability boost or sensory powers, on the other hand, they would simply spend standard points with no extra benefits or penalties since they do not rely upon a focus for those powers.

It is also possible to have special spiked gloves for their strength boost, an Etheric Fire gun for their Etheric Fire, and special crazy star-shaped goggles that boost their vision. In the end, it's really up to the player and GM what counts as a good focus or channel, and what kinds of Etheric Fire it will benefit.

There are downsides to using a channel or foci. While it grants additional benefits, losing the foci is all but disastrous. Attempting to use Etheric Fire without focus costs double the normal cost of accessing the powers. Thus, using a basic Etheric Fire blast, which would normally cost only 1 point, will cost 2 points without the Etheric Fire Gun. Even worse, with the Etheric Fire gun the character gets the equivalent of a 3-point blast at the cost of 1 point.

Losing this gun, therefore, means that rather than being able to have a 3-point Etheric Fire blast for 1 point, the character must spend a whopping 6 points to achieve the same effect. Worse, if the player loses their channel or foci, they cannot simply pick up a new one. They will have to build or otherwise acquire a new channel and bond with it. This can only be done when the character changes levels and further costs 3 Fate Points to achieve.

Players who choose to use channels or foci should work with their GM to create appropriate materials for their game.

ETHERIC FIRE POWERS

There are several uses of the powers of Hell. These uses are to create Etheric Fire, to boost physical abilities and to

boost senses. These abilities are pretty straightforward. Each power will have a description followed by a section on its basic usage—what the player will get for spending a single Etheric Fire point. Following this basic usage will be a series of modifiers they can apply by spending additional points.

Since these abilities are so customizable, it may be helpful for players whose characters have Etheric Fire to determine several favorite uses of the powers and write down their effects and total etheris cost for quick reference. This will save some time with characters looking up the rules every time they want to generate a power. For example, if a character is going to commonly use Etheric Fire with boosted damage and accuracy, and selective damage, they might want to simply write up that specific use and its point cost so it's right there and ready to go.

ETHERIC FIRE

Those with Etheric Fire can manipulate the energies of Hell to create what is commonly known as Etheric Fire. This energy burns just like normal fire, but also pierces through to a person's very soul, causing agony unlike anything a mortal could ever imagine. An ethereal being is always immune to the effects of their own Etheric Fire.

BASIC USAGE: Creating a blast of Etheric Fire costs a minimum of one Etheris Point. By spending this point, the character may make a ranged attack against a single target and deal 1d10 points of damage. This ability works exactly like a firearm and has an accuracy of zero and recoil of four. The range increment of this power is 20 yards. Spending additional points may modify the power as follows.

REDUCE RANGE: Reducing the range of the power to a melee attack is possible, and reduces the overall cost of the usage by 1 point, to a minimum of 1.

ONGOING EFFECT: The fire continues to exist (and deal damage) for one round per level of the user. This costs one point. Using this on a blast means that the blast is a continual stream or gout of celestial or hellfire that goes on and must be controlled and redirected. Most often, this is used with a burst effect to create a conflagration, or with the reduced range effect to create a melee weapon.

BOOST DAMAGE: Each additional point spent increases the damage by one die. Thus, spending one extra Etheris Point deals an extra d10 damage. Spending two points deals an extra 2d10 (for a total of 3d10). The maximum additional dice of damage that can be achieved is equal to the character's level or hit dice. Thus, a third-level character can add a maximum of extra 3d10 damage. A 5 hit die monster can add an extra 5d10 damage maximum.

BOOST ACCURACY: Every point spent on the blast grants a +1 to hit.

BOOST RANGE: Each point spent increases the range increment by 20 yards.

BOOST RATE OF FIRE: Each point spent increases the rate of fire by 1. The maximum rate of fire for a Etheric Fire burst is 3.

IMPROVE RECOIL: Each point spent halves the recoil of the burst to a minimum of Recoil 1.

AREA OF EFFECT: Etheris Points can be spent to turn a Etheric Fire blast into an effective Etheric Fire grenade. In this case the wielder conjures a ball of fire and hurls it. The ball explodes when it lands or strikes an object. Targeting is still required to land the burst where the wielder wishes it to go. Each Etheris Point spent grants an area of effect equal to a 5-foot radius or 10-foot diameter; thus, a 20-foot diameter blast dealing a basic 1d10 damage would cost 2 Etheris Points. All those caught in the area of effect can make a dexterity-based saving throw for half-damage.

Area of Effect modification cannot be used with rate of fire or recoil improvements.

The attack roll for placing this burst is against AC 10, assuming the wielder is targeting a spot (which cannot evade). Missing the target means rolling 1d8 and 2d10. The 1d8 denotes which direction the attack misses by (with 1 being straight ahead and 5 being straight behind, going clockwise), and the 2d10 denoting the number of feet by which the attack misses. It is possible for an attack to end up on top of or behind the attacker, who is not immune to the effect.

SELECTIVE DAMAGE: The wielder can spend points to have his Etheric Fire ignore certain targets, shooting through allies with no harm or sparing them the effects of an explosive blast. For each Etheris Point spent, one target can be ignored. The wielder cannot spend Etheris Points to make themselves immune to their own Etheric Fire; Hell always exacts a cost. When firing into melee (see **Amazing Adventures**) each Etheris Point spent reduces the effective number of allies by one (the Etheric Fire will ignore them). When in the area of effect of a burst, each Etheris Point spent means one ally is immune to the effects, takes no damage and does not need to make a dexterity save.

BOOST PHYSICAL ABILITIES

The wielder of Etheric Fire has the ability to make them stronger, faster, better...okay, we'll quit with the pop-culture references now. This ability allows the character to boost their physical capabilities, whether it's just raising an ability score or performing astounding feats of dexterity and skill.

BASIC USE: For each Etheric Fire Point spent, the wielder can raise a single physical attribute (strength, dexterity or constitution) by one. The maximum number of points that can be spent to raise a single ability score are equal to five plus 2 per level or hit die of the character or monster (a first-level character, therefore, can improve any given ability score by 7). This ability lasts for an entire combat or scene of play.

FEATS OF PROWESS: The character can perform great feats of prowess. By spending one additional point, they can double their movement rate, maximum carrying and lifting capacity, or gain damage reduction equal to twice their constitution bonus. Each additional point spent increases the multiplier by

one (so spending 2 points triples movement rate, lifting capacity or constitution-based DR, spending 3 points quadruples it, etc). The maximum multiplier achievable in this manner is half the character's level, rounded down (with a minimum of x2—even a first-level character can achieve a x2 Feat of Prowess). These bonuses last for one scene of play or one combat.

Alternately (or in addition), by spending 3 Etheris Points, the character may make astounding leaps; their base jump distance is three times that of a normal character: they may, with a basic strength check, jump 30 feet long and ten feet high, provided they have at least a ten-foot run-up. Increased CL's for jumps are in five-foot increments instead of one. Thus, if they have no run-up and wish to jump a 30-foot gap or ten-foot height, they are at CL 2 to do so. Jumping a 35-foot gap or 15-foot height with no running start requires a CL 3 check. For rules on jumping, see **Amazing Adventures Companion** p. 80. Each additional Etheris Point spent beyond 3 adds a +1 to strength checks for leaping.

ENHANCE SENSES

Those with access to the powers of Etheric Fire can improve their senses to far beyond normal human capacity, being able to see in the dark, into other spectrums of light, or even sensing danger.

BASIC Use: Spending one Etheris Point grants a +2 bonus to intelligence or wisdom checks based on one of the four senses (sight, hearing, smell or taste). This benefit lasts an entire combat or scene.

INCREASE BONUSES: Each additional point spent improves the sensory bonus by +1. The maximum number of additional points that may be spent in this manner are equal to the character's level or hit dice.

SEE IN THE DARK: Spending 2 additional Etheris Points grants the character duskvision. Spending 3 points grants darkvision. Spending 4 additional points grants deepvision. For more on vision, see **Amazing Adventures** p. 180.

In addition, spending 5 points allows the character to see into the infrared spectrum or the ultraviolet spectrum (player's choice upon spending the points).

DANGER SENSE: Spending one additional point grants the character a sixth sense that warns of impending danger. Any time they are in a situation where they would be surprised, they can make a wisdom check to avoid surprise. The CL of this check is set by the GM, but generally if it is an ambush scenario, it is equal to the average level or hit dice of their enemies. In situations like a natural disaster, such as an avalanche, rock slide, or encountering traps or quicksand, the GM will determine the CL of the check to avoid the disaster or trap. If they succeed at this wisdom check by at least 5, they have enough time to warn their companions before the danger occurs, thus allowing them to also avoid surprise. While this sense is active, they gain a bonus of +1 to initiative rolls.

SENSE OUTSIDERS

Characters with Etheric Fire can sense traces of Outsiders on earth. When a creature from another plane of existence manifests on earth, they leave a trace of mystic energy behind wherever they go. This manifests as a smell that others of their ilk can pick up on, and often track down.

BASIC USE: Those with Etheric Fire can recognize escaped souls and demons, or track the energies of Outsiders, escaped souls or otherworldly or supernatural creatures. Catching the scent of an etheric being requires a wisdom check and costs no points; this ability is always active.

TRACK OUTSIDER: Once the character with Etheric Fire picks up the scent of another Outsider, they can spend 5 Etheris Points to gain the equivalent of the Tracking Generic Class Ability, but only when following the metaphysical smell of ethereal or supernatural energy applies. The GM will set the CL of the tracking check based on the power of the creature in question (more powerful creatures are easier to sniff out, but may also be better at covering their tracks with sorcery), how old the trail is, how far away they currently are, and other factors using standard Tracking CL's as a guideline.

COVER TRACKS: The Etheric Fire user can spend Etheris Points to cover their tracks or lay false trails. Each Etheris Point spent increases the CL for another Outsider to track the character by one. The maximum number of points that can be spent in this manner is equal to 2 plus the character's level or hit dice.

ETHEREAL MYSTICISM

Characters with Etheric Fire who are at least tenth level and have a wisdom score of at least 15 can access sorcery using the energies of Hell. Any spell can be cast whose level is nine lower than the character's current level or hit dice (thus, a tenth level character can cast first level spells). Spells cast by those using Etheric Fire cost double the spell's level in Etheris Points (minimum 1 point), and the character must make an ability check using the Primary Spellcasting Attribute of the spell in question, with a CL equal to the spell's level. If this check fails, the points are still spent, but the spell does not go off.

For example, casting a first-level spell on the intelligence spell list requires spending 2 Etheris Points (double the spell's level), and an intelligence check at CL 1. Success means the spell works as normal. Failure means the 2 Etheris Points are spent but the spell fails to go off.

SAMPLE ETHERIC FIRE POWERS

Here we present a number of standard sample Etheric Fire powers along with their associated point costs and improvements. Players can simply note those that they think their characters will use on a regular basis and copy them directly to their character sheet. Remember that channeling these abilities through a focus adds a free 2-point bumper to the power which should be accounted for when the power is listed.

BOOST ATTRIBUTE

COST: 1 point

EFFECT: Raise one physical attribute by one point OR double movement rate OR double carrying and lifting capacity OR gain Damage Reduction (2x constitution bonus).

EXTRA SPENDING: Each point grants one more ability score increase OR increase multiplier for movement, carrying or DR by 1, to a maximum of 1/2 character level.

COVER TRACKS

COST: 1 point

EFFECT: Each point spent increases the CL for another Outsider to mystically track the character by 1.

DANGER SENSE

COST: 2 points

EFFECT: The character gains a sixth sense that warns them of impending danger. They always get a wisdom check to avoid surprise; the CL for this check is set by the GM. They also gain +1 to initiative rolls. Lasts for one combat or one scene of play.

ENHANCED SENSES

COST: 1 point

EFFECT: Improves the basic five senses beyond normal human range. +2 to intelligence or wisdom checks based on one of the four senses (sight, hearing, smell or taste) for one scene of play.

EXTRA SPENDING: Each point spent will increase the sensory bonus by +1 to a maximum of the character's level or hit dice.

ETHERIC FIRE BLAST

COST: 1 point

EFFECT: Creates a blast of Etheric Fire that can be directed at any one target. Requires a to hit roll for ranged combat.

BASE DAMAGE: 1d10

ACCURACY: 0

RATE OF FIRE: 1

RANGE: 20 yards

REC: 4

EXTRA SPENDING: Each point spent grants 1d10 damage OR +1 accuracy OR 20 yards range OR Rate of Fire +1 OR Halves Recoil (minimum Rec: 1)

ETHERIC FIRE BURST

COST: 2 points

EFFECT: Creates a grenade that the character can hurl at a target, which explodes on impact. Must make a to hit roll to strike as with any thrown weapon.

BASE DAMAGE: 1d10

AREA OF EFFECT: 10-foot radius

RANGE: 20 yards

SAVE: Dexterity half

ACCURACY: Miss means rolling 1d8 (for direction) and 2d10 (for feet)

EXTRA SPENDING: Each point grants 1d10 damage OR selective damage OR +1 to hit

FIERY SWORD

COST: 1 point

EFFECT: Creates a flaming sword that lasts for one round per level of the wielder.

BASE DAMAGE: 1d10

RANGE: Melee

SAVE: None

EXTRA SPENDING: Each point grants either 1d10 damage OR selective damage OR +1 to hit.

GREAT LEAP

COST: 3 points

EFFECT: Leap 30 feet long and 10 feet high with 10-foot run-up. CL increases are in increments of five feet rather than one (see jumping rules, **Amazing Adventures Companion** p. 80)

EXTRA SPENDING: Each point spent adds +1 to the strength check for leaping.

SEE IN THE DARK

COST: 2 points

EFFECT: Improve nightvision. Base cost grants duskvision.

EXTRA SPENDING: Spending 1 more point also grants darkvision. Spending 2 more points also grants deepvision (spending a total of 4 points grants all three).

SENSE OUTSIDER

COST: 5 points

EFFECT: Gain Tracking Generic Class Ability related to following the trail of a creature from Hell, Heaven or another Afterlife, once character has caught their scent. See above and **Amazing Adventures**. p. 62

DEFENSE BONUS

While the costume-based Armor Class system in **Amazing Adventures** is designed particularly to mimic the pulp genre—or at least, the heroic adventure genre—there are those who might prefer a more mechanically inclined and less subjective means of assigning an AC bonus to their characters. The problem still remains, however, that in a modern game (or indeed, any game set in the 18th century or beyond) you won't find many characters running around in chainmail or plate armor. In modern games

only the military wear heavy body armor, and then only in active combat zones. Even then, said armor isn't really as effective against modern firearms as medieval armor was against swords.

One way to approach this is to assign a defensive bonus to AC that increases as the character does. There are two methods by which you can assign defense bonus. If either method is used, costume-based AC should not be adopted.

METHOD ONE: BtH + PRIME ATTRIBUTE

The first method is to apply a character's BtH bonus as a bonus to AC as well. In addition, instead of dexterity, each character would add their class' prime to AC. Thus, a fourth level gumshoe with a dexterity of 18 (+3) would have an AC of 17: 4 for their BtH bonus, and 3 for their dexterity. A 5th-level socialite with a charisma of 16 (+2) would have an AC of 16 as well: +4 for their BtH and +2 for charisma.

Characters with multiple classes should use the average BtH bonus of all classes as their AC bonus, dropping fractions, and should use whichever class-based prime attribute is highest. In the two classes above, if the character was a multi-classed gumshoe/socialite at 4th level with an 18 dexterity and a 16 charisma, their AC would be 15; their BtH bonuses of 3 and 2 would average to 2.5 (round down), and their dexterity of 18 gives them +3.

Why the prime attribute? In game terms, this allows each class to maximize their potential defense bonus, while still tying it to both their innate abilities and combat efficacy. Base to Hit represents their overall ability to engage in combat; in this case it also represents their ability to avoid being hit. Each ability score represents a different means by which they enhance their defensive abilities:

STRENGTH: The character effectively parries blows, hurls or heaves a heavy object in the way of projectiles, etc.

DEXTERITY: Through speed and hand-eye coordination, the character dodges incoming attacks.

CONSTITUTION: The character has the innate toughness to take a hit and keep on coming.

INTELLIGENCE: The character has the ability to analyze his opponent's combat style and predict where the next attack is coming, so as not to be there when it arrives.

WISDOM: The character has a sort of gut instinct, a sixth-sense that allows them to mentally adapt to danger and avoid or block attacks through intuition.

CHARISMA: The character taunts, jibes, intimidates, is uncannily attractive or otherwise distracting to the opponent, making them more likely to miss or pull punches.

The down side to this method is that as BtH increases, defensive capabilities increase correspondingly. By the time characters reach tenth level, they may be nigh impossible to hit by opponents. A tenth level raider with an 18 in their prime attribute, for example, would have an AC of 23, and it

would only go higher as they did. Granted, the creatures they would be facing would potentially have a correspondingly high BtH, which might offset the high AC as well. GM's can also offset this problem by optionally capping BtH bonus to defense at +7, just as they would with costume-based AC.

In the end, it's up to you if such regular increases are right for your game.

OPTION 2: CLASS-BASED BONUS TO DEFENSE (BtD)

Using this method, each class has its own BtD, or Bonus to Defense, progression. This progression is much slower than that provided by the BtH method. It will result in characters being easier to hit for a longer period of time and will slow the progression of abilities somewhat, but many characters may in fact gain higher bonuses out of the gate. While this method adds an extra statistical progression to track, it may be the more balanced method of the two to adopt.

With this method, each class progresses at the same rate; the core difference is the first level bonus. Find the one that matches your class, and apply it at first level. Thereafter, the BtD improves at third level and every multiple of 3 thereafter (thus, BtD increases at levels 3, 6, 9, 12, etc). Multi-classed characters use the better of the two progressions. With this method, it is assumed that dexterity modifies the AC as standard; however, GM's are free to adopt the prime attribute bonus above instead, if that suits their needs and ideas better.

CLASS	STARTING BTD
Acrobat	+4
Arcanist	+1
Archer	+3
Duelist	+3
Feral	+4
Gadgeteer	+3
Gumshoe	+2
Gunslinger	+3
Hooligan	+2
Mentalist	+2
Pirate	+2
Pugilist	+4
Raider	+3
Socialite	+3
Soldier	+4

THE PUGILIST AND DEFENSE

Many players will note that this method of applying defense negates the class ability of the pugilist which provides unarmored defense. The first thing to consider is that this method does give the pugilist a better overall progression than the core method does, so it should offset that loss. However, if the GM wishes to still give the pugilist that unarmed defense edge, replace it with the following ability:

Unarmored Defense: The innate toughness of the pugilist enables them to shrug off blows that might be seriously damaging to other characters. When not wearing any sort of armor, the pugilist may add their constitution bonus as well as their dexterity bonus to their Armor Class.

CLASS DEFENSE, COSTUME AND ARMOR

At no time should class defense bonuses be combined with bonuses from costumes or actual worn armor (rules for which are found in the **AA Companion**). Characters using defense bonus gain no other normal AC bonuses aside from class- and ability-based bonuses. Should the GM wish, traditional armor could add an extra bonus of +1 to +3 when worn (generally, 1/3 the normal AC bonus of the armor), but should impose significant penalties to modern (post-firearms) characters trying to do anything in heavy traditional armor.

Another option for incorporating class defense bonuses with armor is to allow armor both to protect and absorb damage from blows. In this case, halve the total normal AC bonus provided by the armor (minimum of +1); the resulting bonus is the AC bonus provided and the damage resistance the armor grants. If halving the original AC would result in less than +1, the player chooses whether the armor provides a bonus to AC or 1 point of damage reduction. Once chosen, this cannot be changed.

FOR EXAMPLE: A suit of scale mail normally provides +4 to AC. In this case, the GM would halve the +4 to get a result of 2. The armor provides +2 to AC and 2 points of damage reduction. Modern Combat Armor provides +7 to AC; halving this results in +3 to AC (round down) and 3 points of DR. Leather coats or padded armor, on the other hand, would halve to 0.5, less than 1. In this case, the player would decide whether they want a +1 to AC or 1 point of DR from the armor.

CHARACTER ADVANTAGES

Advantages are a concept that were first introduced in the Castles & Crusades Castle Keeper's Guide, and are imported here with slight modifications as another optional add-on for **Amazing Adventures** games. These offer characters the option to go beyond the standard class abilities and generic class abilities to which their class and advancements entitle them. They represent another means by which characters can be customized and differentiate themselves from other members of the same character class, as well as gaining certain new abilities and talents.

In essence, advantages work much like traits do in the **Amazing Adventures** core book, but do not provide an accompanying disadvantage, and are gained at various points in a character's adventuring career. Most of them work using the same SIEGE check system that everything does in the game, providing bonuses to checks in specific situations.

Some advantages carry prerequisites that must be met before they can be taken; these could be class-based, level-based

or even require a character have a certain background or knowledge. As with many of the optional systems in **Amazing Adventures**, advantages assume the use of other optional systems. Should you wish to adopt advantages, but to not include other related systems, it is left to the GM to determine how best to handle associated prerequisites.

GAINING ADVANTAGES

In general, characters may take an advantage at first level, and then at fourth level and every multiple of four thereafter (1, 4, 8, 12, etc). This allows for a nice spread of additional abilities without bogging the game or your character sheet down with obnoxious numbers of extra bonuses and abilities to track. GM's can feel free to adopt a different progression as befits their game—if 1, 3, 6, etc. works better for you, for example, go with it!

The GM may find that certain professional advantages directly tied to a character class are simply obvious choices for any character, and become mainstays which players view as a free power bump. In this case, the GM is free to rule that such advantages must be taken in lieu of a background or knowledge, to balance out the bonus given by the advantage.

GM's are strongly discouraged from awarding advantages as rewards for role playing or based on continual use of a prime to accomplish something similar. Advantages, if misused, can be easily abused and can result in runaway bonuses which can be at the very least a headache to track.

ADVANTAGES AS GENERIC CLASS ABILITIES

If the GM deems it appropriate, a set or suite of connected advantages can be combined to create a generic class ability which can be then taken in lieu of a base class ability as standard and described in **Amazing Adventures** on page 57. Take care that the newly created ability does not overpower the one being sacrificed. For example, Monster Hunter, Monster Fighter and Monster Slayer could be combined into a single class ability called Occult Warrior (or even just Monster Hunter) with abilities gained at levels 1, 4 and 8. A raider might choose to take this new generic class ability in lieu of, say, Legend Lore and Cryptolinguist (the combat-related abilities of the new class make it worth two non-combat abilities as they currently stand).

TYPES OF ADVANTAGES

There are a number of different general categories of advantages. These include professional, magical, combat and general advantages. These break down as follows:

- Professional advantages are usually tied to either a character's class, background or knowledge skills.
- Combat advantages relate to combat abilities and usually (though not always) are tied to a character's BtH.
- Magical advantages are available only to Arcanists, Occultists, Powered Heroes and in some cases, Mentalists.
- General advantages can be taken by any character, even

non-player characters.

PROFESSIONAL ADVANTAGES

The following advantages are available only to those characters who belong to a specific character class. Some also require additional elements such as a certain base to hit (BtH) bonus. Where multiple classes are listed, any character of any of the listed classes can buy in. If there is a BtH prerequisite, the character must belong to a listed class and meet the minimum BtH before taking the advantage.

ACROBATIC MANEUVER

PREREQUISITE: Acrobat, Hooligan, Pugilist and BtH +4

The character manages to place themselves in a perfect position to strike a foe in an extremely vulnerable spot. With a successful dexterity check at a CL equal to the foe's level, the character maneuvers into position and performs a devastating attack. Hooligans may make a back attack, and Acrobats and Pugilists gain an additional attack dealing 1d4 damage. This additional attack gains no special benefits but is above and beyond their normal melee attacks.

ARMORSMITH

PREREQUISITE: Gadgeteer

The character is adept at creating protective devices. Any effect you create that offers some form of protection either increases the protection offered by one effective level at no cost, or sees its total cost reduced by one point (to a minimum cost of 1).

FLYING KICK

PREREQUISITE: Acrobat, Feral, Pugilist

If the character moves at least ten feet before delivering an unarmed melee attack, their attack is a brutal airborne jump kick which delivers the potential to knock their opponent prone. If the attack succeeds, their victim suffers an additional 1d6 points of damage and must succeed at a successful strength check with a CL equal to their level and strength bonus, or be knocked prone.

HOLD THE LINE

PREREQUISITE: Soldier

The character is trained to stand their ground no matter the cost or threat. They gain +2 on checks and saves to resist fear, to SAN loss, and to stand firm against being pushed aside or knocked over.

MARTIAL ARTIST

PREREQUISITE: Acrobat, Feral, Pugilist

The character's fighting style is that of the mystic arts of the East or otherwise possesses a distinctly agile and acrobatic nature. Each round in combat they gain 1d4 that they can apply to either their AC, to hit roll, or damage. They must

roll this die at the beginning of each round and decide before the action begins which aspect of combat to which they will apply this bonus.

MONSTER HUNTER

PREREQUISITE: Raider, Arcanist, Mentalist, Demon Slayer (free download from TLG)

The character has spent many years engaged in the study of the occult and the creatures that haunt the shadows of society, preying on human beings. Characters with this advantage gain the Forbidden Lore Knowledge Skill regardless of whether they have taken SAN loss (see **Amazing Adventures** p. 73). In addition, they gain +2 to any rolls to recall or uncover information about any given supernatural or otherworldly creature.

NATURAL MECHANIC

PREREQUISITE: Gadgeteer

The character has an intuitive understanding for the inner workings of machines and technology that goes even beyond most gadgeteers. They gain +2 on all rolls to create, build and maintain gadgets and to the Jury Rig class ability.

NATURAL SNIPER

PREREQUISITE: Sharpshooter

The character increases the range increment of any firearm they are using by half again and add +1 damage on any successful hit. This stacks with the bonus from Sharpshooter for attacks within close range, and stacks with the Archer's Eagle Eye, increasing range by 2.5 times.

NATURE AFFINITY

PREREQUISITE: Raider, Feral

Those with this ability gain +2 on wisdom checks to avoid surprise and those based on vision or hearing while in natural surroundings. This bonus stacks with that from Uncanny Senses and other sense-based advantages and abilities.

NATURAL EMPATHY

PREREQUISITE: Socialite level 4, Mentalist with Empathic powers level 4

Some socialites and mentalists have a naturally empathic nature, allowing them a degree of social perception and intuition that others do not possess. Those who take this advantage gain +2 to all charisma checks to interact with others (though not to those used to activate class abilities).

SAGE

PREREQUISITE: Arcanist, Gadgeteer, Mentalist, Raider, Socialite

The character gains +2 to any intelligence check to recall knowledge about any subject due either to their extensive studies in a variety of areas, or due to a supernatural knack for plucking random thoughts from peoples' minds or from

the sheer aether itself. This bonus stacks with that from other advantages, backgrounds or knowledge skills. The sole exception to knowledge gained from this ability is that which requires the Forbidden Lore knowledge, which is still restricted to that ability.

SECOND-STORY MAN

PREREQUISITE: Acrobat, Gumshoe, Hooligan

The character has a special knack for working up high. They gain +2 to any dexterity or strength checks related to climbing, acrobatics, jumping, tumbling or balance-related checks.

SHARPSHOOTER

PREREQUISITE: Archer, Gumshoe, Gunslinger, Soldier

When firing ranged weapons at close range, the character has a tendency to strike vital areas and avoid hitting their allies. They can fire into melee combat with no chance of striking an ally (though they still suffer penalties for doing so), and they deal an extra +1 damage inside of their weapon's close range increment.

SKIRMISHER

PREREQUISITE: Soldier

The character does not suffer the -4 penalty for using a firearm while in melee combat. In addition, they can use a firearm effectively with a mounted bayonet attached, suffering only -2 to their attack roll.

STREET FIGHTER

PREREQUISITE: Pugilist and Mean Streets Background

The character was reared on the mean streets which gives them a brutal and uncompromising edge in combat. They gain an additional +2 on Down and Dirty and Submission Hold checks as well as on unarmed combat damage. This bonus damage does not stack with that from Martial Artist.

WALK IN THE SHADOWS

PREREQUISITE: Acrobat, Gumshoe, Hooligan

This character has an uncanny knack for being stealthy. They gain +2 to all checks to hide in shadows, move silently, disguise, blend in or otherwise make themselves pass unnoticed.

WEAPONSMITH

PREREQUISITE: Gadgeteer

This character is adept at creating gadgets that deal out pain and punishment. Any damage-dealing gadget they create gains a +1 accuracy bonus and deals +2 damage at no extra gadget point cost.

COMBAT ADVANTAGES

The following advantages are all combat-related. They can be taken by any character who meets the prerequisites. If there are multiple prerequisites listed, the character must meet all prerequisites before taking the advantage.

CLEAVING STRIKE

PREREQUISITE: Strength 14, BtH +1

When the character strikes and kills or incapacitates a foe in melee combat, they may make an immediate second attack against another adjacent foe. This attack is in addition to any normal attacks they would have in a round and is at their full attack bonus. They gain only one cleaving strike in any given melee round, regardless of how many foes they drop. They may take this ability multiple times; each additional time it is taken grants one additional cleaving strike per round.

LIGHTNING REFLEXES

PREREQUISITE: BtH +4

The character gains +2 to initiative and cannot be surprised. This does not mean they cannot be caught unawares, and nor does it carry over to the rest of their party; it simply means that when they are surprised, they react so quickly that it has no ill effect on them.

INTIMIDATING STRIKE

PREREQUISITE: BtH +6

When the character rolls an exploding result on their attack, their blow is so devastating it terrifies the foe, who must succeed at a successful charisma save or flee the scene of battle in terror.

MONSTER FIGHTER

PREREQUISITE: Monster Hunter

The character always has the means to battle a monster—whatever the creature's special vulnerability, the character has it on hand and so can always deal damage to the creature. In addition, the character gains +1 to their AC when battling supernatural creatures, and is +1 to hit them.

MONSTER SLAYER

PREREQUISITE: Monster Fighter

The character knows how to hit supernatural creatures where it hurts. When fighting monsters from the outer dark or of a supernatural nature, the character inflicts +1d6 points of damage.

POWER ATTACK

PREREQUISITE: Strength 14, Strength Prime, BtH +1

The character may sacrifice up to -5 on their BtH and convert this on a 1:1 basis into additional damage should the attack succeed.

WEAPON MASTERY

PREREQUISITE: BtH +1

The character chooses one weapon in their arsenal. This weapon can be any they normally wield, be it a firearm, archaic ranged weapon or melee weapon. The character has received extra training with this weapon, which gives them an additional +2 accuracy bonus with the weapon.

MAGICAL ADVANTAGES

The following advantages are available only to characters who can cast spells or use psychic powers. In some cases, the GM may rule that powered or gadgeteer characters may be able to take one of these advantages, re-skinning it as appropriate.

ADEPT SUMMONER

PREREQUISITE: The ability to cast a summoning spell

When casting any summoning spell, the character is considered to be 2 levels higher than normal when calculating the maximum HD and number of creatures that can be summoned.

ARCANE ASSAULT

PREREQUISITE: The ability to cast a spell or use a psychic power

The character can call upon arcane or psychic forces to stroke their enemy regardless of their current power status. Even wizards with no MEP or psychics who have, through misfortune, exhausted their ability to tap into their powers may still use this ability.

The appearance and nature of this ability varies from person to person, but it manifests a bolt or other mystical attack which deals damage equal to 1 plus half the character's level. The bolt has a 30 foot range and requires a ranged touch attack to hit. The character may perform this attack once per round.

ARCANE DEFENDER

PREREQUISITE: The ability to cast spells

Whenever the caster uses a defensive spell, including such incantations as bless, aid, mage armor, barkskin or the like, he is considered to be 2 levels higher than normal for purposes of strength and duration of the spell.

HEALING TOUCH

PREREQUISITE: The ability to cast spells or use psychic powers

Even when the character has no MEP left or finds themselves unable to use psychic powers, their touch can still infuse healing energy into a subject. They gain a pool of points equal to their level, which they can use to automatically heal damage to another on a daily basis. These points reset after every 8 hours rest and unspent points do not carry over into the next day.

INTENSE FOCUS

PREREQUISITE: The ability to cast spells or use psychic powers

The character is almost impossible to distract, even when wounded. These characters gain +3 on any concentration checks to maintain a spell or ability under distraction or when injured or suffering damage.

SIGNATURE SPELL

PREREQUISITE: Primary casting ability 15+ and ability to cast spells

The character has a set of signature spells which they are so adept at casting, they no longer need to study or think about it. When this advantage is selected, the character will choose one spell. That spell is always prepared and memorized and does not count against the total number of daily spells they can prepare. In addition, they gain a number of bonus MEP equal to the amount they would need to cast that spell once. They may take this ability multiple times. Each time they gain one more spell and the MEP to cast it one time.

GENERAL ADVANTAGES

General advantages are available to any player character who meets all of the listed prerequisites.

BLIND SIGHT

PREREQUISITE: Night sighted

The character's vision is so unbelievable that they can find their way even in absolute, pitch darkness. Their darkvision increases to 120ft, they gain deepvision up to 60ft, and they are no longer affected by penalties for being blinded or in absolute darkness.

EXPERT

PREREQUISITE: Associated Background or Knowledge

The character is highly trained in their area of specialization. Whenever making a check with the background, knowledge or skill with which this advantage is associated, they gain an additional +2 to the check.

DOCTORATE

PREREQUISITE: Associated Background and Knowledge, Expert

The character has achieved a doctorate in a specific area of knowledge. Choose one background and a related knowledge skill they already possess. They may always combine these two when making an associated ability check. They also gain the +2 from their expert advantage. Normally, characters use the higher of a Background or Knowledge, or choose one or the other based on the detailed information they are seeking, but do not combine them. See **AA** for more information.

NIGHT-SIGHTED

PREREQUISITE: Uncanny Perception

The character has unbelievable vision in the dark. They gain darkvision at a range of 60ft.

UNCANNY PERCEPTION

PREREQUISITE: none

The character has exceptionally keen senses. They gain the abilities of duskvision and +2 on all checks related to vision or hearing, including any checks to avoid surprise.

ADDITIONAL ADVANTAGES

The system for advantages presented herein was originally published in the Castles & Crusades Castle Keeper's Guide. We have presented new and modified advantages specifically tailored for an **Amazing Adventures** game in this book; however, the CKG offers not only more details about what advantages are and how to best use them in your game, but also contains a wealth of additional advantages, which can in most cases be seamlessly converted over. In the case of the heritage advantages in that book, the GM will need to determine whether they translate as combat, profession or some other sort of advantage, and make adjustments as necessary.

SKILL PACKAGES IN AMAZING ADVENTURES

Skill packages for the SIEGE Engine made their first appearance in the original StarSIEGE rules as a sort of replacement for classes and levels. Another take on skills in the system appears in the Castles & Crusades Castle Keeper's Guide. **Amazing Adventures** handles areas of specialized knowledge through Backgrounds and Knowledges. We present here a new, streamlined means of handling skills in your game that is yet another optional bolt-on system. If the rules herein are adopted for your game, it is suggested that they replace Backgrounds and Knowledges rather than be used in conjunction with that system. Otherwise, you may end up with a slew of bonuses to track, and that will just slow down the game.

SKILLS AND THE ABILITY CHECK

One of the core advantages of the SIEGE Engine is the ability check mechanic. Just about any situation you can imagine can be handled with a basic ability check, using the CL to determine difficulty. Since the system is so free form, it allows the GM to take into consideration a character's background, history, culture and training to customize each check for the individual player character. For this reason, skills have traditionally been assumed as part of any character's background, with players and GM's falling back on logic.

A raider, for example, is assumed on some level to be an expert on archaeology and anthropology as well as history, religion,

and a wealth of similar scholarly topics. When the time comes for an ability check in one of these areas, the CL will likely be much lower for a raider than it would for, say, a hooligan.

Sometimes, however, you have a table where the players and GM want a more detailed and solid breakdown of the knowledges and abilities a character has, and that's where skills come into play. The trick, however, is to not allow skills to overshadow the basic ability check mechanic. Always remember that the first rule of the SIEGE Engine is, "Sure, you can try it."

SKILLS, RESTRICTIONS AND LEVEL

Only under very rare circumstances should a skill ever represent something a character can't do. For example, not just anyone can attempt surgery. I mean, they can, but there's a greater than 90% chance of killing a patient without proper training. Overall, though, there should always be a chance of success. Technically, even in the surgery example above, the GM would be within their rights to allow a shot at it, albeit with a CL of 20 or 30.

The major exception to this rule is that skills should not overshadow class abilities. Thus, while a character may have a skill representing their training in stealth or climbing, they still would not add their level to the check, unless they possess that talent as a class ability as well.

So therein lies the important warning and caveat: Skills can be a great way to enhance character abilities and define a character's background and career training, but they should never interfere with the open and free nature of the SIEGE Engine.

USING SKILLS

Skills are broken down, generally, under attributes, with each skill being a sort of "specialization" of a given ability score. Thus, your dexterity will incorporate things like running, jumping, acrobatics, gymnastics, balance, coordination and the like, while charisma represents interaction, seduction, smooth talking and intimidation. Whenever a character wishes to undertake a given task, they make an attribute check as standard. Having a skill allows the character to add +2 to that task. There is no penalty for attempting a check when a character does not possess a skill.

SKILLS WITH ALTERNATE ABILITIES

In some situations, a GM may decide to call for an ability check where a skill applies, but falls under a different ability. For example, survival is normally a wisdom-based skill, but you could argue that survival should be allowed to be used on an intelligence check to identify whether or not a plant is poisonous or safe to eat. Medicine is normally wisdom, but while performing surgery you may make a dexterity check, but still apply medicine to the roll. As with everything else in the SIEGE Engine, the best bet is to roll with it. If there's a question, allow the skill to ride, unless it's truly preposterous.

COMBINED “SPECIAL” SKILLS

In some cases, skills can be effectively combined to allow a character to perform amazing feats of deduction or physical skill. For example, a character who possesses Acrobatics, Jumping and Climbing may endeavor to attempt free running, like parkour.

In such situations, the GM may permit the purchase of a special skill with the prior skills as prerequisites, representing a combination ability, with an increased benefit from the component skills. This benefit should be just below the combined total bonus of all the skills. If it has a two-skill prerequisite, the special skill grants +3. If it has a three-skill benefit, the special skill grants +4, and if a four skill prerequisite, the special skill grants +6.

Thus, allowing a character to take Parkour, for example, as a skill would grant a +4 bonus when a character is attempting feats of free running, but in order to gain the skill the character must first possess Acrobatics, Jumping and Climbing skills.

The GM should work with the player to determine the exact circumstances under which the new Special Skill provides benefits.

STARTING AND LEARNING SKILLS

Every character begins with one skill under each of their Primary Attributes. In addition, extra skills are gained based on the character class in question, with each class allowed a given number of starting skills that are restricted to certain ability scores. Starting skills are as follows:

TABLE: STARTING SKILLS BY CLASS

CHARACTER CLASS	# SKILLS	ABILITIES
Acrobat	2	Str, Dex, Wis
Arcanist*	4	Con, Int, Wis, Cha
Archer	3	Dex, Wis, Cha
Duelist	3	Dex, Wis, Cha
Feral	2	Str, Dex, Con
Gadgeteer	4	Dex, Int, Wis, Cha
Gumshoe	3	Dex, Int, Wis
Gunslinger	3	Dex, Int, Wis
Hooligan	4	Any
Mentalist	4	Any
Pirate	3	Dex, Con, Wis, Cha
Pugilist	2	Str, Dex, Con
Raider	4	Any
Socialite	3	Dex, Wis, Cha

*Incl. Occultist and Sorcerer

GAINING AND IMPROVING SKILLS

As characters increase in level, they have the option of improving their existing skills or gaining entirely new skills. At levels 4, 8, 12, 16, 20 and every four levels thereafter, characters may choose either one new skill or can improve any two existing skills by

+1 each. New skills chosen are not restricted by ability as were initial skills, and may be chosen from any and all available skills. They should, however, be a rational choice. There's little reason a Pugilist from Long Island who grew up on the streets suddenly learns how to do surgery, for example. The GM has final say on whether a skill choice is appropriate when characters reach a level allowing for a new choice.

LIST OF SKILLS

Below is a list of skills, a brief description of each, and the attributes under which they fall.

STRENGTH SKILLS

ATHLETICS: Athletics represents feats of sheer power and muscle: lifting heavy objects, throwing items, and general sports-related tasks.

CLIMBING: The ability to climb a surface with available equipment and handholds. Combining this skill with Jumping and Acrobatics allows a character to attempt “free running” or parkour-like feats of strength and agility.

JUMPING: Training in the proper techniques to jump farther and higher than most people.

SWIMMING: The ability to effectively move about while in deep water. Represents the ability to navigate both with and against currents, tread water and remain afloat in difficult conditions.

DEXTERITY SKILLS

Acrobatics/Gymnastics: This skill covers the attempt to stay on one's feet in a tricky situation, such as when they're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for an Acrobatics check to see if they can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Driving: The skill to pilot land vehicles, from cars to motorcycles to go-carts. Most people know the basics of driving. This skill comes into play during vehicle combat or when trying to perform tricky or dangerous maneuvers.

PILOTING (WATER/AIR): This represents the ability to control and steer aircraft or watercraft. When selecting this skill, choose either aircraft or watercraft. Unlike driving, not everyone knows how to fly (let alone land) a plane. Those without this skill may suffer penalties or high CLs to attempt to maneuver air and watercraft.

SLEIGHT OF HAND: Whenever a character attempts an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on their own person, make a Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether they can lift a coin purse off another person or slip something out of another person's pocket.

STEALTH: The ability to conceal from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard. Make a stealth check when attempting these abilities.

CONSTITUTION SKILLS

CONTROLLED BREATHING: This skill allows a character to hold their breath or otherwise control their breathing to stave off suffocation and drowning, or to avoid breathing harmful substances.

CONTROL BIORHYTHM: Characters with this ability can “play dead” by slowing their heartbeat and breathing and holding stock still, as well as perform other feats of personal body control, at the GMs discretion.

ENDURANCE: Characters with this skill are adept at forced marches, running long distances and avoiding situations that result in fatigue and exhaustion, as well as going without sleep, food and water for extended stretches of time.

HARD DRINKER: Unlike other skills, this one grants its bonus to saving throws against poisons and toxins, including alcohol.

INTELLIGENCE SKILLS

ARCANA: This skill measures the ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

FORBIDDEN LORE: This skill is identical to the knowledge skill outlined in the **Amazing Adventures** core rulebook, and carries all the same restrictions (i.e. it cannot be taken until a character encounters sanity-blasting forces).

HISTORY: History represents the ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars and lost civilizations. In game terms, archaeology is rolled into history.

INVESTIGATION: When looking around for clues and making deductions based on those clues, the character will make an investigation check. They might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for a check using this skill.

KNOWLEDGE (SUBJECT): This is a catch-all skill providing knowledge in a broad range of topics including the various sciences, engineering, mathematics and humanities such as psychology, anthropology, sociology, etc. If a skill is not listed, it can generally fall under knowledge. Characters taking this skill should define a specific set of knowledge they hold.

NATURE: The nature check measures the ability to recall lore about terrain, plants and animals, the weather and natural cycles.

RELIGION: The religion check measures the ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols and the practices of secret cults.

WISDOM SKILLS

ANIMAL HANDLING: When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal’s intentions, the GM might call for a check using this skill.

INSIGHT: The insight check decides whether the character can determine the true intentions of a creature, such as when searching out a lie or predicting someone’s next move. Doing so involves gleaning clues from body language, speech habits and changes in mannerisms.

MEDICINE: A medicine check lets one try to stabilize a dying companion or diagnose an illness. It also is used to perform complex medical procedures, given the right facilities and equipment.

PERCEPTION: The perception check lets the character spot, hear or otherwise detect the presence of something. It measures the general awareness of their surroundings and the keenness of their senses. For example, they might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. They also might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley or candlelight under a closed secret door.

SURVIVAL: The GM might ask the character to make a survival check to follow tracks, hunt wild game, guide the group through frozen wastelands, identify signs that a pack of wolves lives nearby, predict the weather or avoid quicksand and other natural hazards.

CHARISMA SKILLS

DECEPTION: Deception determines whether one can convincingly hide the truth, either verbally or through their actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a police officer or doorman, con a mark, earn money through gambling, pass themselves off in a disguise, dull someone’s suspicions with false assurances, or maintain a straight face while telling a blatant lie.

INTIMIDATION: When the character attempts to influence someone through overt threats, hostile actions and physical violence, the GM might ask them to make an intimidation check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

PERFORMANCE (Type): Performance determines how well one can delight an audience with music, dance, acting, storytelling or some other form of entertainment. When

choosing this skill, choose a type of performance, i.e. singing, stringed instruments, woodwinds, comedy, acting, etc., with which the character is proficient.

PERSUASION: When the character attempts to influence someone or a group of people with tact, social graces or good nature, the GM might ask them to make a persuasion check. Typically, they will use persuasion when acting in good faith to foster friendships, make cordial requests or exhibit proper etiquette. Examples of persuading others include convincing a receptionist to let them into the corporate executive's office, negotiating agreements, haggling for prices, seducing someone they find attractive or inspiring a group to action.

STREETWISE: The character has a knack for navigating the dark personalities of the mean streets. This means they know exactly how to find information and talk their way into gangs, criminal organizations and the like. Where persuasion is a general seductive smooth-talking ability, streetwise is called upon when trying to put together information on the streets, locate contacts and gain knowledge about who is who and what is where.

MIXING GENRES: FIREARMS, FANTASY AND AMAZING CRUSADES

One of the great attractions of **Amazing Adventures** is its compatibility with Castles & Crusades. The **AA Companion** discussed a bit about using character classes from the pulp world in a fantasy game and vice-versa, including armor and weapons proficiencies and the like. One issue that has come up once or twice is the idea of how firearms and advanced technology affect a fantasy game.

It seems clear that with the way firearms work in **Amazing Adventures** that a paladin with a heavy crossbow, possibly the pinnacle of a heavy warrior in a fantasy game, would be quickly smoked by a character with a Springfield 1911 .45 caliber handgun from the modern era. It may not need to be said, but this is expressly an intended consequence. There are reasons why firearms supplanted older forms of weapons, and it's not just that they do more tissue damage or have greater penetration. They also are more accurate over a longer range and fire much faster.

The problem is exacerbated further when one considers science fiction weapons like particle beam guns, pulse rifles and laser pistols, which are another few hundred years advanced (at minimum) and are to modern firearms what modern firearms are to bows and arrows. Dropping a space marine with a pulse rifle into Ahrde quickly sees many foes reduced to smoking rubble.

In game terms, these aspects (greater penetration, superior accuracy, longer range and faster fire) are represented in the rate of fire, recoil, range increments and accuracy ratings of firearms in game. Let's look at these piece by piece to see how it all breaks down.

RATE OF FIRE: Firearms shoot faster than bows can shoot or throwing knives can fly. You can squeeze off several shots

FROM A HANDGUN OR semi-automatic rifle in the time it takes to shoot a number of arrows. Sure, we've all seen those amazing internet videos with the guy firing off 20 arrows in six seconds and putting every one of them in a bullseye. The truth? First of all, that's maybe one percent of one percent of one percent of people who can pull that off. Second, watch closely and you'll notice he's under ten feet from each target. Third, how many takes do you think it took him to pull that off? There's more than a little camera trickery going on there.

HERE'S THE TRUTH: in medieval times, an archer who could accurately fire six shots a minute was astoundingly fast—an expert marksman. In the modern era, a Ruger 9mm can fire off 18 shots in ten seconds or less. If the marksman is endeavoring to be accurate, this drops significantly, but is still a great deal faster than an archer can fire. Indeed, the realistic rates of fire for semi-automatic firearms should be much higher than the game presents them, given a ten-second melee round. They have been reduced to account for the idea of aiming, controlling recoil and quite simply, for game balance purposes.

RECOIL: Put simply, firearms kick when shot. The degree to and force with which they kick depends largely upon a number of factors, including the barrel length and weight of the firearm as well as bullet caliber, powder load, and other stability elements sometimes built into the gun such as gas vents. Cumulative recoil penalties reflect the fact that you can't instantly recover from a shot from a weapon and when making a second shot you'll be just slightly off the mark from the first. The more times you fire quickly, the harder it is to control the weapon.

RANGE INCREMENTS: Just like archaic ranged weapons, guns have range increments. These are farther in general than their archaic counterparts, though there's a difference between maximum range and effective range. A longbow had a respectable range (much farther than many people realize, actually), but a modern .50 cal. sniper rifle on a tripod with optics outclasses it, pure and simple. On the other hand, the effective range increment of a handgun isn't actually all that much different than a bow—the maximum range may be longer, but the effective range under which you have a fair chance of hitting your target? Not so much. ‘

ACCURACY RATING: Here is where we get into a bit of a conundrum. It is important to remember that, strictly speaking, accuracy in terms of the game represents two things. It is a reflection of both the weapon's actual accuracy—its ability to fire in a straight line over a long distance—and its penetration. Keep in mind that AC in the SIEGE Engine is an abstract concept. The need to give it an easy-to-remember name has resulted in people assuming it means “the ability to avoid getting hit,” but in reality it reflects a number of things: the character's agility (represented by your dexterity bonus), their toughness (represented by physical armor), their general combat efficacy and even their “cool factor.” In a pulp game like **Amazing Adventures**, a heavy emphasis is placed

on “cool,” in terms of basing it on their pulp adventuring costume or how they look at a given time. This decision was made for both genre emulation and because otherwise, without standard armor, combat is exceedingly deadly. While realistic, it isn’t very pulp or, to many players and GM’s, very fun unless they’re really looking for a gritty game with a high mortality rate. Eliminating costume-based armor would play wonderfully in a cosmic horror themed game, for example...but I digress.

In the end, combat in the SIEGE Engine, as in most role playing games, is heavily abstracted. Just as hit points represent both the damage one takes and the diminishing returns one might suffer from dodging, juking, taking near misses and reducing their general combat efficacy, Armor Class represents the ability to both avoid being hit and avoid taking damage when one is hit.

Accuracy ratings, thus, are also abstracted and placed in direct contrast to Armor Class. They don’t just represent accuracy in the strictest sense of the word, though that’s certainly a part of what it means. What accuracy does is help a weapon to overcome Armor Class. This means that it also represents the penetration value of the weapon.

OFFSETTING ACCURACY

Still, there are those who believe that the accuracy ratings of firearms gives them an unfair advantage in game terms over archaic weapons and at the very least makes it difficult for them to be integrated into a fantasy game, or to integrate fantasy-style characters into a modern game. I’ll make one last plea that introducing firearms to a fantasy world by its very nature shifts the balance of power in that world and absolutely should give a serious advantage to those who have those weapons. Just ask the Native Americans as the Europeans swept across North America; or the Zulu warriors in Africa attacking an astoundingly smaller number of Englishmen manning a fort; or the Polish mounted cavalry (on horses) that were mowed down like chaff and wheat by Russians and Germans in World War II; or any less technologically-advanced civilization facing the encroachment of those with a serious war machine.

Still, if you’d like to maintain a sense of fantasy and wonder and not have firearms affect the balance of power in your fantasy world, there are several options that you could pursue.

OPTION ONE: IGNORE MOST STATISTICS

The first and most obvious option is to simply ignore the accuracy, rate of fire, and recoil statistics for your firearms. Every firearm thus simply becomes another ranged weapon. Characters gain one attack per round (multiple, if their class grants them extra attacks), firearms still have their various range increments and maintain their damage, which is slightly increased from that of bows, still giving them something of an edge. There’s nothing wrong with taking this tactic as a GM when combining fantasy and modern elements in your games.

OPTION TWO: SUBDIVIDE ACCURACY

The second option is a bit more complex and takes into account the fact that the firearm’s accuracy rating represents both accuracy and penetration. In this case, a system could be devised by means of which the two options are separate.

In this system, half the accuracy bonus is applied to the initial shot and if the initial shot would strike the opponent applying only their dexterity bonus to AC, then the rest is applied to see if it overcomes the rest of the AC. For example, if a firearm has an accuracy bonus of +4, and you are attacking a character whose total AC is 15, but with a dexterity bonus of +2, you would halve this accuracy bonus. If your initial shot +2 beats an AC of 12 (base 10 plus dexterity bonus), the shot hits, aided by the gun’s accuracy. You would then apply the additional +2 to see if it penetrates the protection added by the armor (overcomes the total AC of 15). You could, to reduce bookkeeping, create new values for each weapon including accuracy and penetration bonuses. If a weapon’s total accuracy doesn’t evenly divide, determine which of accuracy or penetration gains the extra point.

Alternately, you could apply all of the accuracy bonus as penetration in this fashion if you like, basing the attack as standard on BtH plus dexterity bonus, and if the attack beats 10 plus the opponent’s dexterity bonus, the accuracy (renamed penetration) is applied to see if it penetrates the armor by overcoming the total AC.

This method requires some extra bookkeeping in a game that’s really not designed to be a simulation in the way it works. Still, if this is the kind of tracking you would rather use, by all means go for it!

OPTION THREE: WEAPON PROFICIENCIES

It is the author’s considered opinion that this option should be in play in just about any game. If you drop a paladin from Aihrde, for example, into modern day New York to get embroiled in a shadow war between the Illuminati and the Order of the Serpent, it’s pretty simple: let them be proficient with firearms. There are several reasons why this allowance fits firmly into the suspension of disbelief.

1. The paladin is a trained warrior. They’re familiar with the general mechanics of combat both ranged and melee. The actual mechanics of shooting a pistol crossbow aren’t much different than those of firing a handgun. The actual mechanics of shooting a heavy crossbow aren’t much different than firing an AK-47. Certainly there are vastly different nuances, but at the very least it’ll take the paladin a couple of shots to get the hang of how these powerful upgrades to their familiar tools of war function.
2. The paladin, while the character will certainly experience culture shock, comes from a world where wizards launch lightning and fireballs from their fingertips, where wands

of magic missile are a regular sight (at least as far as adventurers are concerned), and where people can ride dragons. It's not going to take very long to understand these great metal beasts that roar through the skies and rumble across the roadways. Nor is it going to take long for them to adapt to the idea that these aliens have boomsticks that are far more effective than a wand of magic missiles ever was. And they also have fist-sized metal balls that work pretty much just like a wizard's fireball. All they see is that now there's magic for everyone!

3. Even in terms of other character classes—a wizard is going to figure out how to point and click a modern handgun pretty quickly, and while they'll never be a master marksman with a rifle, handguns will become essential tools for those times when they run out of spells.

In the end, when you're dropping fantasy characters into a modern or futuristic setting, they absolutely should have a quick and intuitive understanding of how firearms and energy weapons work. The general guidelines for applying fantasy weapon proficiencies to characters as outlined in the **AA Companion** pages 35-37 can be applied in reverse. A ranger has access to the same modern weapons as a raider, for example. Obviously, then, the goal is to give them access to these new weapons, at least while they are in the future world.

OPTION FOUR: C&C

The fourth option is to adopt an entirely different set of rules altogether. The Castles & Crusades Castle Keeper's Guide has a complete set of rules on pages 245-254 which include everything from flintlocks to lasers, and even how C&C character classes translate into modern world terms (rangers, for example, can be used to mimic special forces soldiers). These rules are basic, address the differences between firearms and fantasy weapons, and are designed specifically for integration into C&C. They are also 100% compatible with **Amazing Adventures** as an optional extra rules system. A quick breakdown of how these rules work follows for ease of reference.

HEAVY ABSTRACTION

We discussed earlier how the rules system in the SIEGE Engine for combat is abstracted and combines different ideas into basic concepts. The rules put forth in the C&C modern combat system are much more heavily abstracted than those in AA. It's important to keep that in mind when deciding whether to adopt this system.

RATE OF FIRE

Rather than each weapon having a different rate of fire based on the specific make and model of gun, there are three different rates of fire for firearms using this rules system. These rates of fire, and exactly how they function, are as follows:

1. **SINGLE SHOT:** The weapon can fire once per round. Characters can shoot once and still move half their movement rate in a combat round as standard. Single-action firearms are single shot, as are primitive flintlocks.
2. **DOUBLE TAP:** The weapon can fire up to twice per round, but if the shooter chooses to shoot a second time, the first shot is at -3 and the second at -6. The character can still move half their movement, but if they do so, an additional -2 penalty to both shots is applied. Most weapons with a double tap ability can be fired single shot if the shooter chooses. Double-action and semi-automatic weapons have the ability to double tap.
3. **BURST FIRE:** The way in which burst fire functions depends on the individual weapon. Unless the weapon is a heavy machinegun or minigun, burst fire allows three attacks at base to hit, -2 and -3, respectively. This is how most assault rifles and submachineguns work when set to burst.

With a machinegun or minigun, burst fire imposes -5 to hit, and uses 1/3 of the ammo in the load capacity. Burst fire with these weapons cannot be used if there are less than 30 rounds remaining. In this case the burst is a spray, an area effect attack in a cone 5' wide extending to 20' wide at the end of the first range increment for the weapon. Those in the affected area can make a dexterity save to avoid damage entirely. The CC for this save is the attack roll; if the target has dexterity as a prime, they can add +6 to the save. Targets who roll an imploding result on their save take the imploding dice as extra damage.

Burst fire is possible as a stream instead of a spray. In this case, the target's dexterity save suffers a -5 penalty.

Other aspects of AA firearms, including damage, capacity, reloading time (if any), and the like should remain the same. Just drop accuracy, rate of fire and recoil in favor of the rules above, and run with it.

BEAM WEAPONS

At some point in a science fiction game, you may encounter or create "beam" weapons that deliver a constant stream of energy so long as a trigger is depressed. In reality, these weapons don't change much in the way they are handled. It's possible to issue a continuous beam, but you are still making a single attack each round, and further, for each round you keep the beam intact, targets gain a +1 to AC because they can see it coming as you sweep it back and forth.

Alternately, you can choose to have a beam weapon affect everything in a straight line, treating it the same way as a "stream" burst fire from a machinegun, above. All targets in range are entitled to a dexterity save to avoid damage, but at a -5 penalty.

RESTRICTING FIREARMS IN FANTASY

The question now remains what to do about modern characters dropped into a fantasy world? The Rise of the Red God mini-campaign offers a chance to send your PCs into the world of Castles & Crusades, for example, where their firearms are going to give them a distinct advantage. How do you overcome this when it's time to run the characters through A1: Assault on Blacktooth Ridge or any of the other adventure scenarios set in that world?

There are several answers to this question. They are deceptively simple and there are a just a couple of things to keep in mind.

EXPERIENCE

Since firearms give the characters a distinct edge over their competition, the GM is well within their right, at least at first, to impose an experience penalty for this advantage in terms of simply awarding less experience for each adventure and encounter. The SIEGE Engine doesn't really use any sort of encounter level or challenge rating system to determine experience awards, but that's not to say you shouldn't adjust experience based on the difficulty of an encounter. If your modern players waltz through an adventure because of their guns, cut their experience awards in half. If it's not that much of a challenge, they're not learning as much. It's a basic rationale that goes hand-in-hand with how the XP system is intended to work.

GET RID OF THEM

Another way to take care of the problem is to rob them of their firearms. Treat firearms in a fantasy game exactly as you would treat characters that have accidentally come into too many magic items, or have magic items that are too powerful. Your players may feel cheated at first, but they may also see it as a challenge to be overcome. You can always undertake the option of replacing their firearms with magic items to compensate them for the loss with something that's a bit more balanced to the game.

There are many ways in which they can lose their weapons. A character rolls a 1 and on implosion, rolls a . The gun isn't just fouled; the barrel ruptures. There's no way to fix it without modern technology. They can't just have a smith forge a new one because of the modern technology and techniques that go into creating rifled barrels from tempered steel.

Another way is outright theft. This one might be taken a bit more harshly by players, especially if there's no chance to get their weapons back, but good thieves get word of the powerful items these guys have, sneak into their camp during the night, and make off with some of the weapons. Perhaps the player characters track the thieves only to find that their weapons are hopelessly fouled or otherwise ruined due to the robbers messing with them and not understanding their function. Perhaps when they find the weapons, there's no ammunition left for them, making them largely useless... which brings us to our next option.

MANAGE RESOURCES

How many loads of ammunition did the characters have when they arrived in the fantasy world? This is probably the fairest and most acceptable (to the players) means of limiting the advantage of firearms. It's highly unlikely that the characters were carrying more than four or five spare magazines or 100 rounds at the most. Be meticulous in tracking the PCs' leftover ammunition, as it is now a precious limited resource, far beyond the ken of even most wizards in the new fantasy world. When it's gone, it's gone. That means the unfair advantage players have with their guns is gone with it, and once the enemies they've no doubt accrued find out that they're just as vulnerable as anyone else...well, there's got to be a portal home around here somewhere, right?

In the end, there's as many ways of dealing with firearms in a fantasy game as there are with any other problem that might crop up. The suggestions here are just that: suggestions and options to improve your ongoing game.

AFTERWORD

Well, that's that! Another one in the books. I'd wanted this one to run a bit longer, but I'm already over my promised word count. Hopefully this is just the next in a long line of supplements, but as always it depends on you. Keep buying them, and I'll keep writing them! Spread the word.

I think we need a name for our loyal fans. I guess, let's just go with our intrepid group of heroes outlined in the core rules and call you all my own personal Brotherhood of William St. John. Now, go forth and recruit others! Also, thank you, from the bottom of my heart.

Jason Vey

Pittsburgh, PA, May 2016



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